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...THE YEAR OF THE GAME LORDS.

COMMODORE 64 L SASCOTTILE FLEA)



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We take a look at an adventure sense that has left Apple 140 Frevor Truron tres to worp your brain again! 140 Are you o gomes wizord# Find out here
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THE TOWER/SPECTRUM Kings, wizards, gobins end other add characters fight it out in a last fortass world discovered somewhere in the heart of a 48k Spectrum. MICROPOLY/SPECTRUM

So you want to be a millenesse? Then start here! Try out your busness brain on an adoptotan of the fumous property purchasing board game you've all played on rainy othermount. For Spectrum speculo-

RISING DAMP/ATARI Not so much e TV show, more a plumbers rightmare. Flacewaller is filling up your country mension and you are escaping up the stairs when you remember the Thing in the attict Can you save your Atan from a watery graves
KRAZY KONG/VIC 20

GAMES NEWS

Arcode oction with that great age and all his friends! Take on the great garde with your Vic-20 plus 8k expander. TIME MACHINE/CMB 64 96 Travel through time an your CBM-64 and survive the pents of this unarthodox method all gating around. And you might even got to DOTTY/BBC

Maze men get your skates on Here comes Daity, the BBC's answer to the lefte yellow munching character to be found in every encode around the world. Why feel left out, grob a bite today! Well, you have been a bit noughly, heven't you. Otherwise why would they sick you in this hamble prison comp on a forgatten island miles from civilisation? Can you use your Texas IT 99/4a to escape? SUPER INVADERS/ORIC 1

If you own on Onc 1, then something has been missing from your life until now that is. Here they come — the one and only ugly alse. invoders! Biast them guick!

Well, just what her been going on in Chickewood? And who is the Electronic Jagger? And why is Esoma Eddle ofraid of penguiss? All is sveoled in these pulse pounding popes. We take a loak of Matthew Smith's latest winner, Jet Set Willy - wha

ARCADE ACTION 34 Another issue, another show. We visited the ATE show to discover mans hat new geness waiting to take your local arcade by storm, Find out about Space Ace and TX-I.

VIDEO GAMING

\$1,000 worth of Atan video genesis systems and controlges to be worn our great Pafall II contest. And find out more about this award winning Pafall game, Seeturing the lovable Pafall Harry, by oce US

ADVENTURE EXTRA first in our new bi-monthly review section just for Adventuren NEXT MONTH 150







Once upon a time, only Commodore owners could experience the thrill of playing an original game by Jeff 'Awesome' Minter, Lesser mortals could only sit and stare in wonderous rapture at the furry arcade action brought to you by Llamasoft.

BUT NOW THERE IS HOPE.

Dragon owners were the first to see the light of day, but now Salarmander Software is pleased as punch to announce that selected titles

ARE NOW AVAILABLE FOR THE 48K SPECTRUM.

Yes that's right, Salamander is now producing titles for the Spectrum, and the first of these are two great arcade games...

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

On a forforn observation post at the edge of the galaxy, the Metallamias wait for a sign of Zayaxian spaceships. Suddenly the alarm claxons blare, and the furry friends of freedom rush to the fore only to find that there are no attacking spaceships, and that they are under attack from Cyborg Arachnid Mutants and

MATRIX: GRIDRUNNER II

It is ten years after the infamous Grid Wars, and humanity is once again threatened by the evil droids, only this time they re back in force with new weapons and new allies

The awesome sequel to the best selling Gridrunner, Matrix features all the old favourites like Droids and Matrix teatures ail the old revolutes that Drous and Zappers, but increases the panic quotient by adding Diagonal waves, Cosmic Cameloids, Energy deflexors, the Snitch and more. Garne originally developed by Jeff 'Awesome' Minter of

Came originally developed by Jett Awesome M Llamasoft. Joystick recommended. Supports Kempston and AGF joystick interfaces. In space, only the camels can hear you scream.

"Awesome"
"I prefer elephants"

"Don't shoot me, I'm only the piano player". Elton John "Boing"

leff Minter Hannibal

Please add 50o P.&P. to all orders. Send A5 SAE for full catalog Chemies or postal orders payable to:

17 Norfolk Road, Brighton, BN1 3AA, Telephone: (0273) 771942. 48K SPECTRUM TITLES *These titles coallable through Quickesive Ltd. e at the Edge of Time £6.95

• Matrix £6.95

• Gridrumer £6.95

• Traxx £6.95

• Laser Zone £6.95

DRAGON 32 TITLES Gridmant 67.95 a Lauer Zone £7.95





ABOUT THE sales drop buying Eng Please in

Dear Sir, With regard to John Keogh's letter in the March edition of C&VG, I have no wish to complain, only to elaborate on a nout be raised.

on a point he raised in his letter he mentioned that the Atan computers have over 1,000 nemes of software Batt — and lefs face at, it is a big but — how many of these tems can we Atan users ectually afford? I would say that around 90% of this software is American and therefore expressive.

This harngs me to my socond point. Actually this is more of e piles to the best of the English software houses e.g. Uzmate, Ocean etc. It has been proved by a few software houses that Atar Software can be sold st reasonable prices Imagine and English Software, to name but two, have done just that.

So why is there still a drastic shortage of cheap software for the Atan? I agree that a lew Atart owners think that if it's under \$20.00 then it's not worth buying and more fool them for missing out on excellent Americanquality games, like Contrainer and Damonds.

But most of us are more than wiling to buy cheap software even if it sm't American quality. So come on all you software bouses, give us some good, reasonably proed software—you can be sure of our support because we just can't afford to pay \$30.00 e go

 sales drop because we are

buying English goods. Please support the existing and the new Atars software. Co-operation between users and software houses leads to more software and ultimately to more people being persauded to buy the

The Spectrum is a case in point, so let's make the Atan a best-seller. The fare of the machine less in our, and the software houses, hands. Alin Pashby, Bransholine. Hall

COMMODORE QUESTION. . .

Dear Sir,

Lown a Commodoze Vic-20
and later I hope to own a
Commodore 64 or a BSC
Please could you tell me, if I
had a Commodore 64 and I
had a Commodore 64 and or
outpet in it, could I use them
on my Commodore 64 whost
charging anything in the
leaning? Also, would the
games be better or the same
on the Commodore 64?

Migué Pauro,

Worr Midlands

Editor's reply: I'm afraid that you wouldn't be able to take Vic-20 programs and run them on your CBM 54, Nigel. Some Basic Vic programs which don't use Pecks or Pecks or Pecks may be OK, but for the most part you'll probably have to convert the listings to run on your

EXPANDING Problems

Dear Str,
I recently bought a software
tape called Myrrad from
Rabbit Software for my Vic20. The tape requires a Str
memory expansion which i
do not have I do however
have a 16k expansion and
thought that, as 2k is less than

16k, it would run on a Vic +

18% It didn't I have now discovered that when you expand the Ver above 6.5% the nemory and acreen locations change which is why it won trun with my expansion. So now I am stuck with a tape that I cannot play and, as 3% nemory expansions cost over £25, I do not feel tuckned to buy

one just to play this game on it. What I want to know is is there any way I can play Myrod on my Vic + 16k² Does this exact memory

rule apply to all other Vic tapes as well? Michael Brown, Heiston, Commail

Editor's reply: I hope you haven't wasted your money on your Mayriad game. I may be able to hulp you change your 16k RAM cartridge into a 3K RAM cartridge. It has a slum chance of working so fingers crossed and here we

POKE 641,0:POKE 642,4: POKE 643,0: POKE 644,30: POKE 648,30:SYS 64824 BAD NEWS FOR VECTRFX

Dear Sir, 1 am wraing in reply to S. Hansford's letter about the Vectiex Games System. The instructions for Minestorm definitioly have an error in them because I have reached Minefield 64 and no new universe has appeared.

innersiance of the form of the control of the contr

you are going through parts of the maze, you can bomb through the walls

Vectors games are even better than ColecoVision games for discovering bugs! When will the Vectors

When will the Vectrex carrycase, 3D Imager and Computer adaptor be brought out?

M. Bocock, Louth,

> Editor's reply: In fact Vectrex is being pulled out of the UK market and will only be available as long as present stocks last. This means that there won't be a carrycase, 3D Imager or

COMPUTER SAMPLE SAMPLE

Dear Str.

I am very tred of hearing people criticise the Spectrum keyboard Look at the lipider Ace or the Aquatus or even the GCL MS. Their keyboards are made of rubber and they are worse to type on — apart from the GCL MS— Their keyboards are compared to the compared

PLEA FROM THE POCKET!

West Sussex

I am writing to tell you about s problem I am sure many people have. You buy s new computer game, take it home, load at and find out that you could have written a better promain yourself! However.

this is not so in all cases. Sidersoft print a picture of the game as it is seen on your TV on the back of the cassette Why don't other companies do this? Grag Robertson, Dundee.

COMPUTER & VIDEO GAMES 5



With the vast zange at games now available to: range that will come to your aid and improve your

PRO 1000

Ergonomically designed handle and base • 8 way cable to allow more constraints playing positions *
Rubber return for smooth control * Rubber protector pacis
on base * Base tire bar for left or right hand control *

PRO 3000

PPO 5000

Again all the warpung tectures of the Pro 1000 but accomorating this craftmanship plus large

KEMPSTON JOYSTICE INTERFACE FOR THE ZX SPECTRUM

Allows the use of any Alan/Commodox e type joyslick With on the Spactrum now compatible with the sovetick this is a must





Most ifems or a available from W.H.Smith. Boots.

n Road Industrial Estate Bedford, MK42 7AF Tell (0234) 856633 Telex 826078 KEMPM1G



MAILBAG



HINTS FOR Spectrum!

Dear Str.
Here are some hints for the
Spectrum's ROM which
should be very useful to your
readers

The ZX Spectrum's ROM contains some routines which can be very useful in your programs

Free memory (16-48K): PRINT

Free memory (16-48K)* PRIN 65536 — USR 7962, "bytes" Scrolls, RANDOMIZE USR 3280 * Scrolls whole page up one

line RANDOMIZE USR 3330 · Scrolls whole page to first line

une
RANDOMIZE USR 3582:
Scrolls whole page up one
line (BORDER)
RANDOMIZE USR 3583:
Scrolls half bottom page up
one line (BORDER)
RANDOMIZE USR 3682.
Clears half bottom page.
(BORDER)

(See Sinciair manual, Chap. 15 Page 106) Change cursor: (upper/lower

Change cursor: (apper/lower case)
This depends on the 4° bit of FLAGS 2 at address 23658.
POKE 23658,0 : gives lower case,4° bit = 0
POKE 23658,8 : gives upper

POKE 23656,8: gives upper case,4* bit × 1 RANDOMIZE USA 4317: changes caps to lower case, and vice-versa POKE 23617,236, to have a ?

during inputs
Protections
Protections
POKE 23659,0 Disabling the
BREAK key, but the program
can't produce reports! (no
stop no bing.).
POKE 23666,X detenorates

character set (X=76/92/108/ 111/164...) X=0 restores normal

Character set.
Try also with 23607
POKE 23756,0: the first line
will become line ZERO
Another method for your

1 LET A=PEEK 23637 + 286 × PEEK 23638.POKE A,O POKE A+1,0 2 REM WINNERS LINE ZERO

A new kind of DRAW can be obtained with the X coordinate of last point plotted at address 23877 and the Y co-ordinate of last point plotted at address 23678. Save memory Change 0 for INT PI for SGN PI 3 for INT PI

Save memory
Change 0 lor NOT FI; for
SGN FI, 3 for BNT FI
Use VAL "number" for the
other numbers
1060000 becomes VAL
"1000000" or better VAL "1e6"
Change also PRINT AT
X.0"32 pages"

by PRINT AT X.O.,
New
RANDOMIZE USR 0 · resets
all the Spectrum, including
UD.G
POKE 23755, 100 · the
program disappears
POKE 23755,0 and it comes
back (and stays)
RANDOMIZE USR 1331
exploding BORDER, it will

stop with the BREAK key

Stephane Moureau

Blaton

Belcoum

Quickshot II

SEARCH FOR THE STICK.

Dear Su. I would like you to give your opinion on the Slik Slock because first hinchigh of boxinse for hinchigh of boxinse for thinchigh of boxinse and give a postack and giard boxins if it was not boxins and a sount if it was not boxinse for opinion of the colorish or qualchisten of the Slowers and the Slowers for the Slowers for the Slowers for the Slick Stock.

Personally I would tend towards the Quickshot II. In fact, there was an extensive review of joyaticks in our March assae whick could help you decide which glick to buy.

PENETRATOR OBSERVATION!

Dear Sir,

I have a Sinclair Spectrum
and am writing about the
game Penetrator by
Melbourne House

On this game one can thrust and brake, but on the fifth stage, when one brakes and anempts to bornb the neutron bombs, it is not possible to be the target accurately because of the

accumery became on the serolling system. Also on one's way back through the stages, flamening out the landscape and maintaining the firm from the bottom of the screen at stage 2, the points increase even if one does not fire. The rockets and radar stations blow up as well?

Good advice to anyone managing to get to the lifth stage of Penetrator is not to brake right back to the edge of the screen, Richard Wilkinson, Epsom, Survey.

FIDDLING WITH A 64!

Dear Sir, Whilst experimenting on my Commodore 64, I found out a thing or two:

thing or two:
POKEing 0,89 starts the tape
recorder whirring round. Will
this do any diarmage to the
dafacassente and has it any
uses? Oh, and POKE 0,255
stops if from acting in such a
way.
While playing around with

POKE 56,48 — which limits the memory to arotted 10K. I found out that POKE 56,10 used with POKE 56,48 then PRINT FRE (0) gives 45K! is this true or is the computer trying to trick me? Another thing — using

POKE 86,10 on its own without POKE 96,48, I found that I had 503 bytes left! Again is it true? Christopher Payne S Albans

Editor's reply: All you're doing is poking random values into memory.

At certain times during use, the machine will start running the machine code

starting from location 0. Because you have changed the value of this location, the computer will run straight through and, it

appears, hit the tape loading routine or something which will have this effect, and it appears that this is whet you are doing.

What you have done by polung into location 56 is to alter not the amount of memory which the machine has, but the amount which it thinks it has.

CLUBBING TOGETHER!

Dear Sir, 1 am considering starting a Spectrum Users, Chib in my

Are there any legal requirements that need to be

Would any software houses be interested in assisting us, giving prizes for local endeavours? Neil Bennett, Barnsley, South

Yorks.
Editor's reply: There are no legal requirements involved in setting up s club and we're sure that if you approach software houses, they will be willing to help you out. How about trying

MAKING YOUR MIND UP?

Dear Sir,

1 intend to purchase a
computer shortly and have
narrowed the choice down to
either a Sinclair Spectrum or
an One 1.

How could I enhance the Spectrum's inferior sound quality and would it be possible to connect a joystick to the One 1? Trevor Gilmore

Ochtrup, West Germany Editor's reply; I know of several companies who make Spectrum amplifiers — alternatively you can pot the Spectrum cassette lead into an ordinary amplifier in a home stereo. Vulcan Electronic produce a joystick interface for the Oric computers.

COMPUTER & VIDEO GAMES 7



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Tel: 01-681 7539



SOFTWARE SHOCKER

Dear Str,

I have a complaint to make.

Recently I bought as Atart
600XL after selling my Asar
400 and found not only that it
is tricky to connect to the old
410 Atars Recorder, but it also
doesn't accept some of the

coests accept some of the Atan distributions software. Shop assistants don't tell you that most software for the 400/800 won't work on the 600 kL. What am I meant to do with my software range—three of which won't work on my XL?

Betford,

UNFAIR ON THE UPSTART

Dear Sir, I am writing to you about Richard Shephard's Urban Upstart Keith Campbell described it as boring which it is not in the least

He said that the vocabulary was thin but I have found that i recognises all the useful words, and words like for the cognised as they are not recognised as they are not useful to escape from Scarthorne

I agree that the graphics are allow building up, but that doesn't bother me As for the hospital if you act wasely you won't end up there, but even so I have got out many a time from the maze of the hospital Keath Campbell obvocustly dad not play Urban Upsatur for long enough and the article is hot properly the street of the contract of the contract

Urban Upstart and Invancible Island are in my opinion the best Richard Shephard games out. A Myers, Church Valo

DECATHLON CRACK UP!

London N2

After reading the review of Activision's Decathlon carriage in C&VG (Feb 84), 1 bought a copy of the game and found it excellent except for two things

Playing the game is much too exhausting to be fun, and

MAILBAG

no more than one decathlon can be played without the players being too tired to play again. This includes finends as well as myself.

Inends as well as myself.

After only a few games of
Decathlon, I now need a
replacement for my joystick,
a Suncom TAC II.

a Soncom TAC II.

Naturally the breakage of the joystock, which had a good write up in the March 84 C&VG has left the very annoyed, at I have never previously broken a stack—I still have the congraid Attantoped and the proposed from the proposed

I hope that you will be good enough to publish the letter or at least this warning Danger Activision's Decathlon can damage your joystick! Dr Jon Heels, Heath

Heath. Cardiff. Editor's reply: If it's any consolation Jon, we broke

one too a week after writing the review. We contacted Activision for their comments and they told us the game should not damage your sticks if you use short tigs back and forth — and don't yank or pull too hard.

BEATING THE RECORD! Dear Str., My bugh' score on let Pac as

very low What can I do? In despera non I mm to the letters page of C&VG Here I am advised that listening to misse can aid concentration while games playing I drop the magazine and quickly plug in my Vic. loading Jet Pac. my favounts game.

Pac, my favorante game. Five munutes later the screen boasts that it is ready, (first time too!) I rush over to the music centre, put on my lavourse record, which just happens to be Touch, and the melodous tones of Annae Leanox Bood the room

So to testing the theory, I started the game and soon cleared the first, easy, screen. By now the record was part way through the second song on the LP Stowly I worked my way up

to the level that always devoured me. It began, the spaceships homed in on me and lailled me I looked over to the record player and the last song on the LP had just finished! I fipped the record

over and started again. A few minutes later I was back onto the killer level, and fortunately there were still a few sones to go. At first Annue Lennox beloed me to relax and I actually managed to kill three above! WOW! That guy really knows what he is talking about Bri suddenly. Annie started to sing my favourite song on the LP and I just had to stop playing the game and join in the song. This ruined the little concentration that I had and

once again I was obliterated:

I would be nost grateful if
these unhelpful souts would
keep their stupid ideas to
themselves. After all, all they
want is their names printed in
C&VG and, if that was my
only purpose in writing this
letter, I wouldn't go to all the
trouble. Or would 1?

P Knop.

Ladybridge,

BOREDOM RULES OK? Dear Str. Have you ever sat in front of

your micro, sapped a few hundred ahens, saved a couple of planets, killed a dragon, looked up and exclaimed. 'My God, is that the time" 'Yes' Then what follows is for you

Controversy aurounds computer garning Many people — especially the older section of our currusurity — regard video garnes as time wasters and relative life shorteners. They have a pour Hours do seen like manutes when you're climburg ladders and hawing barriels rolled at you by a crossoone orolla or cleaning

the galaxy of cosmic firebirds. However, with careful use, your computer can relatively lengthen your lies to make minutes seen like decade. If you would like to seem to have lived forever their follow my tips on how to use micros or the least of their posential.

Firstly, make sure that you bey a boring computer



ideally the mucro should be oundated and have vartually no software available for it. TRS-80S, MRSOS and Pets are fine. The computer you buy should also be a black and white one, have no sound familities and vartually no graphics — the ZRG1 is a fine choice. These procaumans will ensure that whatever mocran you have no macro programs and to the control the state of the control that whatever micro programs you have no you micro.

Once you have equipped yourself with a suitably redundant computer, your choice of software is important Make sure that any software you buy is in a plain cover—100 many cassette sievees these days are colourful and magmative—no what we want.

not what we want.

There are a number of old
software chestmus that any
self-respecting boredom
seekler cannot afford to do
without For exemple,
computer Augustan to the word
wonder for our purposes are
thase which give the
computer a vocabulary of
about the words—dog, cat,
shoe, bee and door should be

Versions allowing you to define your own naughty words are not to be recommended. If you cannot find a version which dispenses alongether with the graphic hanging of the man, then find one which uses the graphic sability of your morro.

to the minimum.

Early software for a particular machine is usually acceptable since these games were rushed out at short notice for quick profit.

If you find a version of Hangman fitting all the above — there are plenty about you can happaly turn minutes into millennia

The hourse for life house for his bleak The computer games industry seems to have finally worken up and realised that a cannot survive on variations of lot themes. But rest assured that for years to come boring people will be selling boring games and usend micros to the least of

selling boring games and using micros to the least of their potential. Until this breed finally gets chocked off Star Tree lives on Tim Boone. Lordshill. Southampton.











Publisher

IN CHART

ZIHIS WEEK ZAST WEEK JET SET WILLY SOFTWARE PROJE
MARAIC MINER BLG BYTEISOFTWA
HUNCHBACK OCEAN
FIGHTER PLOT DIGITAL
ATIC ATAC ULTMATE
HUNCHBACK OCEAN

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ORIC BBC SOMTA

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9	30	2	SNOOKER VISIONS	(880)	•		•		-		•
	20	2	KONG OCEAN	(Spectrum)	•	Н	Н	Н	H	L	_
Ш	12	2	LUNAR JETMAN ULTIMATE	(Spectrum)		Н	Н	H	L	L	_
Щ	28= 15	2	POLE POSITION ATARI	(Atari)		Н	Н	-		L	
	13	2	WHEELIE MICROSPHERE	(Spectrum)	•		Н		H		
	ı	ı			П	П	ı		ı	П	

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•

(Spectrum)

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every fortnight.



Research Ltd.

MICRODEAL

8th March—10th April

CHART No. 2:









giving him fever and if they are still game for action then the excalibur's magical powers in **Cavelon** will improve even the sharpest of swash-bucklers. They il all be fighting to save the beautiful maiden in the chart-

Even the pirates can't stop playing these priceless new gems from Ocean!

topping Kong, and Transversion will keep the best of fighter pirates on their toes. Don't you may all the Ocean action, get down to your local dealer now and join in all the fun and games.

Mena Alart Spectrum, Coram 64, Oric & Audroid Two Cormodore 64 & Pogo Spectrum 5 Octom 64 Oric & Cormodore 64 & Chicago Juggier Spectrum 5 Chicago Juggier Spectrum 5 Chicago Juggier Spectrum 5 Octom 64 & Chicago Juggier

Mr. Winnyy Gilligan's Gol Cevalos Spectrum 5 BBC, Comm 64, Oric 8 strum 5-90 Cosses. 64 5 trum 6-90 Cosses. 64 6 ocean

Ocean Software Limitz Ralli Bullding: Stanley Stre Manchester M3 5F

COMPETITION COMPETITION COMPETO

FEELING ADVENTUROUS

In January you were asked to come up with an Adventure plot to tif a man of 19 localions and a list of objects, printed in the Bank of

The map suggested the setting to be a school for boys, near a village In the heart of the English countryside. And, of course, most of you wrofe an adventure plot with just such a fhome

The fask of picking a winner from so many widely differing plots and methods of presentation seemed to cry ouf for a panel rather than just one judge, so I called in a team of Adventurers well-qualified in mailers educational: Ruth Campbell schoolleacher, Veronica Campbell - 3rd year schoolgirl, Nell Compbell - 5th year schoolboy, and Keifh Campbell - very-ex-school-

boy and not so ex school governor. In judging the entries, we came across a diversity of objectives. from having a midnight least to finding your report card and burning if; from rescuing a kidnapped shelk's son to being expelled from the school; from unravelling the secrefs of The Black Rectory and destroying an evil character named Harleguin to finding the school cat.

The school cal leafured heavily in most of your enfries, and was often used to scare Mafron oll. who, many of you decided, had cal phobia! The bunsen burner was puf to good use foo - sametimes to warm up invisible lok!

Enfries came from as far alield as Reykjavík and Ifaly, and many were excellent, being well thought out and carefully presented. We particularly liked one from K. P.

Durnall of Walsall, sef in Toffums Private School for Executive Personnel, inspired by Winkler Watson's comic exploits. Also appealing was the enfry from Robin Hammend of Lefchworth, whose plet was cenfred around you (Watkins) being seriously ill, and accused of doing away with the school cat. The objective here was to drap

vourself from your sickhed to find the cat and thus prove your innocence. Yet another nufstanding entry came from Robert Moss of Basildon, with a tale of the homes leacher Harlequin, and an empty school . . .

But unfortunately there can only be one prize, and so to the above readers we are sending consolafion prizes of a C&VG f-shirt. The winning plot concerns a raid

by the ferrors of St. Trinians on that last bastion of male chauvinism -Gravirians School. The school's last hope. Walkins Minor has been captured by Matron, (really an old girl - Germaine Greer - in disquise). You, Billy Bunjer, must rescue him, for he has information that is peeded for a successful counfer-attack. The rest of the geng - Wafkins Male Supremacy Vigilantes, are waiting outside the school tuck shop for you to do your

The Mattel Infellivision machine and cariridges go to Carrick Thomas of Paisley, Renfrewshire, who came up with what we thought to be the most original plot, which contained all the conditions for each of the problems, and was laid out in detail, location by location.

FALSE ARREST The police quickly got to the root of the matter and this is how it happened. 'Ammer loaded the van and told one muth and one he

Basher grabbed the goods and told two muths.

Clogger drove the van and told two hes. Congratulations to the six winners of Trevor Truran's brain teaser who will each receive an XL25, courtesy of

Vulcan Electrorucs They ere: Stuart Clarke, Notts; C 1 Lisie, BFPO 16; Mrs I M Keefe, Surrey, Mr T P Benton, London; A N Malster, Nottingham and Stuart Clydesdale from Dumbazton.

WHO DUNNIT?

Finally it happened. Someone unlocked the cupboard, the Bug Hunter escaped and hasn't been seen since! The question was 'Who Dunnit?' We

printed a copy of the fingerprint found on the cumboard door and asked you to come up with the name of the culprit. The villam was SMILEY and search parties are out looking for him. In the meantime, congratulations to the ten winners who have won a games tape for their micros. They are:

Ned Brannelly, Merseyside; Wido Spariing, Holland; Michael Mann, Essex, 1 Virdee, Berks; Mitchell Reynolds, Solihull: Andrew Forrest, Lancs; Aiden White, Surrey: Mr E J Whitefield, Koni; lorgan Kirksaether, Norway and Detief CHESS MASTER

Where are you going's shouled the Red Queen 'Tm off to find the White Enight", replied Alice. "I must find out what these micro-computers are " And off she went, hand in hand with the White Knight

In our November '83 issue, we asked you to dream up a fantasy adventure game using the theme of a chess board. just as Lewis Carroll did in Alice's adventures Through the Looking Glass.

Contemporary Chess Computers offered as first page the new Ambassador chess computer, with chess software going to the five numers up. A lot of hard work went into the

competition with some very imaginative entnes, but one clear winner emerged --Robert Hodge from Lancashire.

Well done Robert - an Ambassador 15 on the way The five runners-up are. Gerald S

Huches, West Midlands: Simon Dovle, West Glamproan: Chris Stanttoom Sur. rey; Mr R Stewart, Edinburgh and Mr A B Ellas from Chelmsford

POOR PEDRO!

Pedro's the name and Pedro's the game and there's over £2,500 worth of lapes to be won this month. Imacine have coven us 500 tapes of

Pedro, 100 each for the Spectrum, BBC, Electron, Commodore 64 and Dragon and this month the competition is open to everyone regardless of area. Pedro once led a happy and peaceful existence pottering around his garden

until one day he woke up to the fact that all his flowers were being eaten by scavenging animals. Enraged, he leapt to the defence of his flowers and now spends his time stamping out the undesurables and shoomg away a persistent tramp who's out to steal his seeds Can you help poor Pedro save his garden?

If you think you've got green fingers and want to play Pedro, swap your spade for a pen, fill out the coupon and hot foot a down to the post office. Remember the first 100 entries for each macro will receive a copy of the game. send in your coupon, marked Pedro and the type of micro you own to Computer and Video Games, 8 Herbal Hill.

London, ECIR SEJ.

lame:	i∠
ddress:	1
	· [2

| Micro your gwp.

COMPETITION COMPET

ETICOMPETITION COMPETITION COMPET

THE SUPER-SLEUTHS REVEALED!

So now we know who the super-slouths really are! Obviously a lot of hard digging went on in dusty archives to solve the questions on Sherlock Holmes set by Keith Campbell. In fact Keith says that all the answers are in the Encyclo-

paedia Britannica The ien correct answers are

1 Monarty 2 In the coal scuttle.

3 Baker Street 4 Strand magazine 5 Medicine

6. A Study in Scarlet. John R. Watson.

8. In Crowborough, Sussex 9 A deerstalker 10 Service in the Boer War (particular-

ly in connection with a field hospital) The 20 lucky winners will each re-Ceive a copy of the Sherlock Holmes Adventure, courtesy of Melbourne House, which is now in the final stage of production. Melbourne House assure us that you'll each receive a copy in the

The 20 super-sleuths are-

Suggett from Sussex

Andrew Mountford from Birmingham: Myra Noble, Muswell Hill, Ian Wheatley, W Sussex; Tony O'Donnell, Yorkshire, Mike Eastgate, Coventry, Dafydd John Llwyd Tudor, Clwyd, Neil Milne, Scotland; R. J. Nicholson, Whitby; Jenny Gybson, Beifast, Hugo Dobson, Gateshead, C. M. Samms Middlesex, M. Gorman, Leeds, M. J. Woodward, Chester, Brian McGovern, N. Ireland, Scott Brookmaw, Bristol; David Justesen, Sur rey; R J. Lynch, Rests, N. Warren. Gwent; John Whiten, Leics and G. J

Quo Vadis?

Below is a clue which will go towards helping you solve the mystery of Ouo Vadis?

Turn to page 52 for more information!

THE ELECTRON SAGA

Remember our Electron competition? Way back in July 83 we asked you to come up with an idea for an original COMPUSED GRAMA

Prize for the best idea was to be an Electron computer with runner up

prizes of free Bur Byte software. Sounds easy, right? Wrong - the history of this compension reads like one of Esther Rantzen's worst horror

stories of bad service and dodgy deals. Slight problems like Acom failing to deliver on the Electron, C&VG's editor leaving and Bug Byte getting caught up

in a time warp all pushed the announcement of the winners back further and further Suffice it to say that the Electron competition was not our finest hour and we apologise to all readers who entered this competition. That grovelly enough.

Despite the problems, the standard of ontry was extremely high. The winners selected by Bug Byte were those that combined imagination and originality with a little constraint, always bearing in mind that we don't write many games for mainframes."

The winning game was called Libra nan - designed by John Reed of New castle upon Tyne. The idea of the game is to help Gedric, the librarian, put all the books back on the shelf and evoid the bookworms who are out to get him. h's an entertaining climbing game with an ontinal twist

The runners-up will each receive a game from the Bug Byte catalogue. They are Ross Fulfor from the Isle of Wight P R Ambrose of Gillingham, John Woods of London, Adam Ruddle of Peterborough and Stephen Dickinson of

AT HOME WITH THE HULK! How would you like to must the In-THE OUESTIONS

credible Hulk home? He may be a funny colour but he's really quite a nice chap Just don't upset him and you will be perfectly safe

We've managed to get held of 25 copies of the very latest Scott Adams Arlventure based on the Marvel Comics character The Hulk ... and they are all signed by Mr Adventure himself just to make our prizes even more exchasive So you want to be the first person on

your block to have a Hulk in the house do you? Just answer the questions be low, fill in the coupon and send it to Computer and Video Games, Hulk Competition, Durrant House 8 Herbal Hill London, EC1R SE1

And remember, we've got five conceseach for Spectrum, BBC, Commodore 64, Apple and Atan owners - each signed by Scott Adams himself So don't delay enter today! The first five correct answers out of

the C&VG memory bin for each micro will with a prize. Closing date for entries is May 16th and normal C&VG compention rules apply.

1 Spiderman's real name is

a) Clark Kent

b) Peter Parker

c) Matthew Murdock 2 Bruce Barner was turned into the Incredible Hulk by

a) Alpha ravs b) X-rays

c) Gamma-rays. 3. Which of these Marvel heroes isn't a member of the X-Men?

a) Colossus b) Black Panther c) Storm

d) Wolvenne. 4. The Thing's favourite catchphrase is:

a) It's clobbenn' time! b) Excelsion c) Make mine Marvel

S. Which Marvel hero was frozen in ice at the end of World War Two?

a) Captain America b) Iron Man

d) Cyclops, Questions compiled by Phihn Morton.

CAVG INCREDIBLE HULK COMPETITION

Name Address

Apple

Micro you own (tick box) Spectrum 🗌 886 🗌 Commodore 64 🦳 Atari 🖂

COMPETITION COMPETITION COMPET

G·A·M·E·S N-E-W-S

HAVE A DOUBLE!

K-tel, one of the record industry's few successfu record labels, is about to release its range of double-sided computer games written specially for the Commodore 64

Their most popular game for the Spectrum, 'It's only Rock 'n' Roll', is a game set in the tough music business Can you take your band from back street pub obscurity to a gig at Madison Square Gardens? Will you even find an honest manager or a record company to back you? If you have a Commodore 64 you may be able to find out if you've got what it takes! Another release for the '64 is arcade game,

Odyssey You are the last surviving human in a radiated desert inhabited by lethal robo-crabs Armed with a laser gun, you have to do the decent thing and blast the robots to smithereens

Odyssey and It's Only Rock 'n' Roll are available from K-tel for the Commodore 64 and



POURING MONEY DOWN THE DRAIN!

refe lives - is the main incide

ing at all pleased! given you less then three hours is find some money to pay the debt Confused and net a little drunk, you remember that you tripped on your way to the pub xcess alcehol censemption — a subject clese to every journal-

The menacing baiman has

P-P-P-PICK UP A PENGUIN

ice and gale lorge winds are forecast, following the launch of Eskime Eddie, a chilling new ісерата

game set in the snowy wastes somewhere north of Watford In the last part of the game. Eddie must try to rescue his friend Percy the Penguin who has become stranded in a snow storm and is slowly perishing

Irem frostbite His task is made all the more difficult by a pack of petrelling poler begrs who quard the teo of the ren beig - one wieng step

In the second half of the game. dient in a new adventure game you take the role of Percy the Penguin whom you must defend from the attacks of the evil Snowbugs Yeur only line of de fince is to clush them between the ice blacks strewn across the

and Eddie will skate jight into

their weening mouths

Eskung Eddie juns on a 48k Spectrum and is available from ... Cheshire based Ocean Software for F5 go



G·A·M·E·S N·E·W·S



1014107

Searching through the city's maze ef underground is difficult and nasty enough when whice snher - its almost impessible when you're smashed out of your

If you lest thirsty darma your search, you can not back to the pub for a garck refill but that's another drmk on an already expensive slate

Pub Quest is available from Dream Softwern, based m Basingstoke, for the Commodorn 64 and selfs in the shops for

CRICKET **COMES TO** HUMAN CRICKI FWOOD CRICKLEWOOD AZTEC CHALLENG

known as the heunt of movre sters or TV personelities seems to have become very unmarket agam - well according

te a new edventure game it has The game, The Cricklewood Incrdent, is set in the dark and forgetten places of nerth London - Neesden tube stetion and the Doe and Duck in Emphasis --

where few people have ventured. The game feathres a cast of theusands. Most of them raciude very unlikely inhabitants of Crick

lewgod - Genors Khan John Travolta and Superman all make then mark, even the Mr Nasty of Yorkshire cricket, Geoff Boycott, makes a gnest appearance

The game posas some really tongh problems that even the most hardened adventurers will frnd hard to crack - Irke what time does the laundrette open. or more importantly, what effect does washing powder have on continued world neace?

. These and many other barrang questions prebably won't be answered in the full blown, noholds-barred version of The Crrcklewood Incident, available for your Dragon 32 Irom Salamander Software

TALES OF SACRIFICE

Aztec Chattenge rakes you beck

m time to the 18th century colthre of the Artecs who, though known for their highly developed civilization, practised human sacrifices to please their numer

The game places you in the positron of a young Aztec warrior who has been chosen to be sacnficed to ensure a good hervest for the following year. The only way to save your life is, to prove your worthiness and survive a

The lirst test of bravery is to rnn the cannilet of the tribe's warriers who try to kill you with spears and daggers - for the greater glary of the race of course Yon will also have to endore swimming across a piranha-filled nyer, escape a ratinfested temple and run no like arde of a terraced mountain

Aztec Challenge and another new game. Enrhydden Ferest are the spearhead of a new range of games under the label of US Gold which hepes to import the best of America's games for the Aterr and Commoders 64 Aztec Challenge and Forbid-

den Forest are available from

£11.95 for the disc version

HOW TO BE MASTER OF YOUR MICE MASTER CLASS

given a helping hand by another fast growing home technology -the video recorder

A serres el 'how te' video tenes have been released to help people get te grips with their commeter in a way that's not possible to do, even with the best al instructeon mannale

The first yidno for the Spactrum deels with introductory Basic programme, screen and computer layout and construction of simple games programs.

The second tapa delves deep er rate the workings of the ZX Spectrom Arrey handling strings and animation are discussed in greater detail as well as many other advanced topics

Both tapes come with three computer programs recorded onto the video tape. These include games like Henoman and Mmelield Four other Master Class videos deal in the same detail with the Acorn Electron and the BBC micres

The Master Class tapes are available from most branches of WH Smiths or direct from the manufacturers Holiday Brothers for an asking price of £19.95

WHO WANTS TO BE A MILLIONAIRE? MILLIONAIRE

Computer games have always been geed at producing simula trons of flying a jet air craft or driving a rally car but, np to now, there's been one missing - how to get rich nurck Millionaire saoms to have filyoung het shof programmer who wants to start up his own soft-Wate company With only 6500 to start you off, your task is to build a hmhiv profitable names empire

The game simulates all the demands of being in Britam's biggest growth industry. You must decide what quality your games are corno te ba, how long you should spend programming and whether it is wiser to devertop new tritles or te convert Your present triles Yon also have to arrange to

borrow money from the hank and, if you're in imancial difficulties, you can always pay Honest Harry a vrsit but - watch ont because he will rip you off it he

The came also gives you graphic representations of your sales, profit and turnover figures and even draws a picture of the honse you own. The gama starts you off in a little terreced house end, if your business becomes a success, you could even end up buying yourself a stately home in the country Millionarre is available from

Reading based Incentive Software for the 48k Spectrum and costs £5.50

MORE ANO MORE FOR THF '64 COMMODORE

Spectrom owners have had it

their wey for far too long Up to new other much owners could only look with envy at the huge range of games available for the

But new some of the best known software houses are broadening their herrzons and producing their best setting titles for the other mrores - especially the Commodorn B4 Legend - creators of the re-

volutionary Valhalla — are working day and night on a '64 yer sron John Peal, the Menaging Director of Legend, is claiming thet the new geme is fight wasts aheed of the Spectrom game regraphics and response times

The Pyramid has elready been converted for the Commodore and their newest Spectrum tele-Doemsday Castle is just in the last steges of production and should by year local breach of

W H Smrth in April. Furthermore, Fentesy have committed themselves to a peinty of making eff their Intere soft-

were availeble across both comnoters Solat! the top selling game from Reeding-based Incentrys

Seftware hes also transferred to the Commodore stable end I m assured that it hasn't lest envior its finstreting addictive quelity during the move Ultrmete ere ramaming tight-

imped about their plens for the inture but they have admitted that several '64 gemes ere in the proaline. C&VG's crystal ball is predict

mg that Jet Pac will make yet enother enneerence!

GOSH GO FOR COVERNMENT

he controversy serrounding the seftwere piracy debate has become even more heated follow: mg the confiscation of on anti-

softwere protection system GOSH is bitterly disennented by the action - software precy rs castrag the milestry at least £100 million a veer. Nick Alexan der of Virgin Gemes is centimored that it could have seved mery of the compones he thinks will

go bust this year "Even bro software houses are in degree of gorne to the wall' worns Alexander GOSH are demending that the

covernment either release the antripriacy system or compensete the compenses for the lest

The reeson for the MoD's ec tion is thought to be a fair of lesms ont on refermation contarned in computers If the sys tem is as good as it is claimed, even the Ministry of Defence won't be able to breek m

The nature of saftwere piracy has changed from being merely a swopping of gemes between friends to being run by progestad crimmels who produce counterfact comes that are almost impossible to distinguish from the organals. This could well be the lest strew for straggling comgarries

The Gorld of Software Morror (GOSH) have protested strongly over the Ministry of Defence's ection ofecrno a secrecy arder en JI C Dete's newly devaloned

JAYWALK ROUND THE **JOGGERNAUTS**

IDERER exercise eppeals te me a hell of a lot more than the tremmig shoes and sherts venety Jegger, for the Vrc 28, could make sweet shirts a thing of the

Jegger demonstrates how keeping fit m a big city cen be vary bad for year heelth. The geme tekes you on a trammo run across a busy motorwey in which, predictably, you have to dodge the moving cars and even a few loopernents parheps? If you manege to cross the

road without being cropled for He, a large polinted river most be crossed The only way to reach the opposite benk is to jump onto instronal and costs £5.50.

the logs liceting m the water, if yon lose your looking end plunge into the river, the local zeos escaped craceddes or the polintren will finish you off

The fongar the geme continnes, the more breathless ven become Whet's mere, the treffro has started to get werse and don't ferget the stopwatch is trcking ewsy

Jegger runs on the nnexpended Vic 20 end is available from Peremennt Softwere based rn Steckton-on-Tees costrag

MINI-DOCTOR **BIDS TO SAVE** ROBOT!

per the trim where a team of doctors is minimaturized and miected into a petrent in en attempt to save his life? It was celled Fantastic Voyage

fn this new name from Soften the story Ima is the seme except fer one twist - the petrent isn't human, he s e rebot. You gley the nart el e 4XTC robet surgeon trained to sort out any robots who have a lew scraws loose or

overcharged chros Armed with a Sape Fix-e-Tree onn and ston balls, you are shronk dewn to a few millimetres high and injected may the erm of e bugged robot. But the petrent is fer more dameoud than you first thought. Hope arees of his brain ere damaged end you'll heve to act fest before his restraint or onrts breekdown er he could go barserk and kill hundrads of neopfa

The most likely place of damage is the proes cerrying inbirrcating finid end mezo-pfasma. To mend them, yen must be cerrying the correct fixative in the gan and don't farget you only have a limited sapply

If you become really tangled, yen cen use the stan balls as e last resert to drive beck the nesty.

Microrebot is available for the 48k Spectrum frem Softec Inter-



G-A-M-E-S

WHAT PRICE

relait price of cames the from £5.50 to £3.95. They prices in the interest of the

region fative. Tim Best, said the price cut was being distributors and that it wesn't a desperate attempt to get sent financial or oblems, but a meye towards a healthini and profitable games industry The pace ont follows Im

contract with Marshell Cavandish te write groojams for a partwork magazine pairing to lennth The gernes didn't come up to Meishall Impine will have to repay the menthly instalments over the

some's loss of a fil million

next 12 months Nick Alexander, forecest "il a that took place in the video game market in America hap

pens in Britain, eni software industry will be decimated That can headly be in the consumers interest can d?"

been very bad for most spltwere companies Imagine's action is thought unlikely to precipitate a price cuttmo war, but meybe a stabilismo

It has been calculated that make the seme profit thay received with a £5.50 price

DESIGNER OF THE MONTH

Name: Sandy White

Games: Ant Atlack

Born: Edinburgh 1961

Sandy White's path into theme of his art college computer games is nothing deys: 'My most recent is of not different.

college degree, he exhib- sege - I was just feeling illed his sculptures at his quite heppy at the time" own show in Aberdeen and to most of you.

strange when you bear in beck six years to when he lips were sealed. purchased a Sinclair Mark

to operate one of my workprotest against nuclear his artistic integrity

Sculpture is still importent to Sandy though his lie's milk chocolate digesrecent works have moved tive

about a happy little robot --Having obtained en art there is no particuler mes-

Sandy's happiness is then, two years later, pro- understandable, considergrammed Ani Atteck - the ing the royelties that must best selling 3D style game have been generated by that needs no introduction. An Altack, though typical Scottish caution is exer-None of this is that cised on this subject.

"Quickstiva warned me that mind Sendy's interest in people would ask how computers which stretches much I've eerned," so his Though Sandy has

agreed to do another game gramme. Time Gete I built my own computer for Quicksilva, he is concerned that business tries in Europe. ing sculptures -- the ice pressures might, al some Pels: None. I used to own a cream van - which is a stege in the future, threaten rabbit and e newl Fevounte Food Kelloggs

away from the protest Fevounte Drinks: Tea and Spielberg, Welt Disney.



Barrs Im Bru. Favourite TV Programme

Star Trek. Favourile Computer Pro-Countries Visited: All coun-

Ambitions. To travel in the

Space Shuttle Co-Co Pops, and MacVi- Favourile Pop Groups: Big. Country, Thomas Dolby, Favourite Artists: Stephen

POLF POSITION

The official licensed version of the arcade driving game, Pole Position, is shortly to be released by Atarisoft. The driving game list-

ing published in last month's C&VG under the heading Pole Position is not the officially licensed conversion for the Spectrum

COMPUTER & VIDEO GAMES 19



LOOKS A LIKELY SPOT FOR AN AMBUSH WITH FRANTIC, FAST & FURIOUS ARCADE FUN. THIS PLACE IS CRAWLING WITH BUGS BIG BUGG, CRAWLY BUGS, FLYING BUGS, BETTER BUG OFF. TO FIND THE WIZZARD HE'S CHECHOUT GOT A LOT OF

HE'LL NEED EVERY SPELL IN THE BOOK









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ASSIGNMENT





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HUNCHBACK

CUTE CABARET!

Ocean's Chinese Juggles is like a

breath of fresh an - that rare thing, a totally prognal came Just when I was beginning to think that all the games writing ont of ideas, the Juggler amused and entertained me You control a cuts little quen-

tel who performs a cabaret act. by making plates soin on the top of poles

Older readers may remember various artistes doing this ect on Sninday rights at the London Palledium -- though I have noticed that the act seems to have disappealed from the Xmas TV cir-

except for Jeff Minter had run cus, it's a pity because it's very enterterning to watch those plates spin and wonder if they

walf fall and break Some of that excdement has been coptured in the game - as you rush eround the screen respiraing poles where the plate is

about to Iall and attempting to get a plate on every pela The game is accompanied by a giant ditty that gets fester as the number of plates spinning When yeu complete one

screen, our entertainer rumps up and down in celebration The game gets mere difficult

of plates which you must follow on later screens If you nick up a plate which in the wrong colour. you can throw it up in the air to change if to the right colour.

This is a simple little name with extremely cuts graphics It is fun and addictive and wall worth the £6.90 askens suice

 Getting started · Graphica Value

Playability

GARBAGE

CANMAKEA GOOD GAME

After all those games ending in 'men' you'd think that you wore in for another dose of ghests and power oills But you'd be quite wrong with this latest offering from Naw Generation software

You play the part of a dustman. and you have to empty the bins by collecting them from the ourdens, typing the contents into the van and then returning the empty bin to its rightful owner.

All this is done against the clock, a little timer ticks away slowly in the coiner of the scieen. Fading to empty the requists number at bins in the time elletted will prompt a response from the boss to the effect that you're about to be lired unless your performance improves.

However, there are ways of obtaining packs, in the shape of extra time, by staying in the homeowners' good books You do this by not walking with your muddy boots all over their nawly mewn lawns. In ceturn, a licently housewife will invite you in to ahow you her ZX81 and will reweld you with (amonost other

things) some extra time points. The main attraction of Maicolm Evens' previous games was always the stunning graphics, 30 Tunnel is still a telking point. And it's those excellent graphics which really make this game. The view of the street scrolls up the screen, and the player's engle is that of a bird's eye view

The paispective is perfect, right down to the way the dust

OF THE MONTH

man stooms to nick up the hosses

And there's a touch el Fregger in there es well, 'cos he has to collect bins from both sides of the road To make life difficult there ere the cars which speed along in both directions. Afrimation is beautifully smooth and eulclasses most el the que Frogger games I've seen let this machine

The honses are superb, too The only sight problem I lound is that central is we the four cursor keys, which I don't like and find difficult to use. You can nse a royslick, though, il you

The fastest way to lose points in this game is to commit the deadly sin of walking on someone's prass. Doing this will in all probability, deter the owner from effering you a much-needed to In lact, you'll probably wake the dog whese lerritory you've just invaded Yes, just like reel life. there're dogs toe Accompanied on screen by the phrase 'scat or I'll bite your leg', the dog's appearance necessitates a hasty integrat for one integral binmen.

Generally, I engoved this geme It's not lest by any means but, ri vou'd rether have a challenge than spend all your time zapping things (no you can't shoot the dog), Then you'll love it Trashman cartainly lives up the high standards set by New Generation in the past It runs en a 48k Spectrum and costs £5.95

914

Rettun started · Grephics Playehřlutu

Walne

THIS WILL **GIVE YOU** THE HUMP!

HUNCHBACK

I've always thought Runchback had a really would thame - a copple jumping along the top of a cestle is warrd, rsn't it? But the game really caught en m arcedes, and it certainly seems le be a pegular geme en heme cemouters

Hunchback, for the BBC, is a feirly geed cepy of the enginal game but it is hardly 'state of the ert', and this Beeb version doesn't compare with the Spectram versien aveilable frem

Ocean Software The aim of Hunchback is to

geed news that there may be life in the eld micre yet. Thanks to the splendid naw range from Atariseft Alarr's most successful titles have been converted to run on the TI - games with lamous names Irke Pac Man, Denkey

wes delighted to limd on excel- them will gol you extre points,

-V-I-F-W-9

its withent being knocked off Armed qualids try to sonar you and rocks and arrews liv not of nowbere Guasimodo will have to keep sumping just at the right time if he is to stand envictionce of rescuing the heartful Fomer-

Superror Software's Hunchback is a playable game However, it lacks the profes signelism that has become very evident in Spectium games sadly missing in most BBC soft-

The graphics ere of a reasonoble stendard but the scraling screen flickers. The seund capabilties of the machine have been tetally renored, epart from the edd beep or squesk

If you liked the arcade some. then this version will probably agenal to yeu if you weren't a Ian, Ihan I'm alraid Superior Softwate's Hunchheck won't convert

yeu. The geme is aveilable now and costs 68.95 Gatting started

Playability • Graphics ● Value

KONG'S BEEN CONVERTED

and news has been eastly the on the ground ler TI awners these days, what with the US

company ceesing production of the machine and compatible software New we can bring yeu the

Keng and Centipede I plugged in the spe game and

my opinion then Attris version for their own mechine

The graphics are pretty, coldurful and the enmetion of movmg objects is extremely smooth The came has the full law screens as on the Nintendo aicede original and racludes a

two player polion. Just in cese you've been in hidron for the last two years, the basic idee is to get Maiin iin to the top of the sceffolding to resi cut his airlinend bring held cen

live by the Donkey Knon Atamsoft are asking £29.99 for this cartridge - a lot of meney. but then it's head end shoulders above enything in TI's own range for alevability quality of quantities and lasting appeal. A delinge must for Ti ewners

Getting slerted @ Graphics · Value Playability

TUNES HELP YOU PLAY ORFEASILY

9

TROOPA TRUCK Fans ei Meen Patrol, as seen in

the arcades, can new play the game en a Cemmedere 64 Treams Truck is one of the latest releases from Robbit Soft were and your job as is usual in These games, is to save the Earth. As the duver of a Multi Terram Amphibieus Armeured pottel vehrole (their name, net mme) you must cress the lend-

scape that scrolls sideways et Intent en sabotagmo veui missien, seme extremaly selfish boulders deliberately pastten themselves m year path Heweyer, e swift linger en the line button will seen take cara el

them

Then there are the aliens which gather overhead. Shoeting run acress the top of castle bat- Tent version of Kong — better in while felling to avoid the arrows

they drop will lose you one your three lives.

I linst played this game of a trade show in London last month. The first thing that caught my eye (well, enr) was the sound effects. As well as the catchy lune which plays ell the way through the game, you also have the sound of clanking wheels as they bob up and down under the car If you ask me, d's about time les a

10,000 mile service And that tune really is calchy. I was strll humming it on the way home from the show.

As well as the decidedly unfrændly boulders, there are elen holes in the moon's surface which must be evoided Luckily your vehicle is like ne other. It can jamp. Pushing the jeystick up will sump your car just like Miner Willy in Manic Miner Daly thing

ts, a mmer jumping across a gap is one thring; a car doing the same is lather different I assume that the game gets a

let harder as you progress, as there's a nete in the instructions conseling those about to give up Every ebstacle, it says, is nassable

As well as the ebility to nimo. you can else accelerate and slew dewn. Te belo in really tricky bits, you can alter yeur speed while mithe arr

Dveroll, I lound thrs a very plevable game. It's very addictive bul I don't knew how leng the ection continuas bafere you are daemed to have succeeded in yeur mission

Personally, I couldn't get very lar, but had greet fun trying. And the tune's geed, tea

A well pipduced game which should preve (un to) Commodere 64 owners, Troppe Truck is from Harrew-besed Rabbit Seftwere and cests £5 99.

· Getting started 9 š Graphics Value 8 Pfevability 2

continued on page 21

AWARD WINNING SOFTWARE FROM AUTOMATA

VOTED WINNERS FOR THE BEST LEISURE SOFTWARE*OF THE YEAR by the Computer Trade Association. AVAILABLE NOW FROM SELECTED SHOPS AND WHOLESALERS...OR BY MAIL ORDER



continued from page 23

ASSAULT AND RATTERY BEAR BOVVER

yeu play Hound with your

computer today, you're in for a big suiprise For ell the bears that ever there were are out for a teddy beer's video came! Bear Bovver is a cuts little

game, based on that arcade fevounte Burger Time But instead at burgars and nesty tomatons, you got batterns and Boyver Bears! Ted is out to find more batterias for his electric car which is rapidly unnum ent of power

He comes across a Burgar Time styla and at ladders and cletiorns and must climb them to get the bettenes and knock them down to power his hattary car

All the while the Boyvar Baars - complete with braces and him boots -- are out to get him! Ted is aimed with some time bombs which will help him fight off the bad Boyvai Bears, but they soon come back end race after one here The graphics on this game are simple but very effective the walking action of Ted and the Bower Bears, is a real lov to watch The nuthor has come up with a nice line in typegraphy loo - the titles and instructions are really attractive

Same action is addictive and fast moving -- you'll have to CENTIPEDE have a quick keyboard finger to stay out in front of the mean eld CENTIPEDE Bowni Bears

One grips, however. The inley instructions included with the tape are just not adaquate. Simply proppe the control keys so't good enough Witen you reach the and of a screen Ted is supposed to drive off in his bettery cer, but I just couldn't work out how to stop him running into the rest of the batteries dropped down from the ledder mazel No. instructions about that any-

A nice feeture of the game is the baby been mode which enables you to practice like game

A great came for the youngar computer game Inn, Bear Beyver comes from Artic Computing and will sel you back around £5.50.

ŧ

· Getting started · Graphics

Value Playability







JET SET WILLY





LAST LEGS!

CENTIPEDE

Whist applauding Atan's deci sion to convert thee lop games for other micros. I can't hain teeling slightly based by their conservative choice of titles for

some machines Do we reelly need Pac-Men and Galaxians for the Spectrum, even if they are the efficielly licensed titles? The fact is their nie already dozens of excellent maze games and shoot-'am-ups for this mechine

Vic 20 owners are also victims of Atan going for the soft option with positively ancient ofterings such as Pec-Man and Cantipada I plugged in Centipade to take

a look, First groblem was that a view and stendinstly relused to

REACH-HEAD

be centred For those of you who've never heard of the game, the action takes place in a mushicom field Using your rapid fire bug blester, you have to ennible to everything in the garden I hope Parcy Thrower isn't reading this.

The real point samers are the jumping spidars, personous scormore and frenziad fines Also warming its way down screen, is a centinade which sources in and out of the mush coms - you have to shool each and avery segment to kill this ene

If you want bankers over the arcade gama, then you will enjoy playing the game at home on your Vic. It's not guite as test as the Atah varsion and lacks the prettiness of the original though these are shortcomines of the Vic not the cartilidge

What really gets me is that with so many great new games to choose from and some of the quarter of the screen was cut of lesst game-writing talent in the US. Alarisoft continue to chirm

out videe genalnes like Cantipede and Pac-Man What about Xevinia Star Wars Robotron end Pole Position? Continuede is in the shaps now

Getting storted · Graphics · Value Playability

BATTLE FOR THE BEACH

BEACH-HEAD

Guns, tanks and battleships don't sound like the incredients for a highly original game but, unlikely as it may seem, they have combined to produce the USA's best selling game of '83

Baach-head won the awerd for the best graphics and sound continued on page 21

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accompanies the action All these features combine with player options and a lop 20 hascore table to set new standards in hi-tech slaughter.



A brand new character game, Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An exic journey with ultra smooth graphics and sprites which run rings. round normal games



SUPER PIPELINE

Keep the pipeline open. Foreman Fred and. Plamber Pete have their work cut ont. The evil ladderman drops meial wedges to plug the pipeline - and only Pete can lix 'em Pete trusts Venusian pipe spiders and the hard case lobiter

IAMMIN'

Unlike anything else, a totally musical game yet grab an instrument and join the band

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PRESENTS



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BLUE THUNOER continued from page 25

offects in a computer came in a poll published by the influential American music cacer. Billboard magazane, as well as topping the sales charts for several months The object of the game is to quide your fleet of ships through the island's ear and see delences, negotiato e mined harbous and land a whole dryssion of tanks on the beach.

The eward for the bast sound effects was well deserved - the bombing end angine noises are so malistic you could quite anxily believe you're smack in the middie of the Battle of Britain But the greatice, though Impressive during the first two phases, become progressively more strained and less sophisticated during the letter scenes

Having said that, Beach-head modere software standing end any shoot-'em-up fenatic will lovs the game.

Beach-heed is the first of a new range of software called US

leaves 95 percent of Boosh Com-Miner? Woll, the enswer is most definitely a resounding yes!

3

Gold being produced by the Riemingham company, Centresoft, It costs £3.95 on cassetta or £11.95 for the disc version

 Getting started Graphics **⊕** Value O Playability

IS THIS THE NEXT NO. ONE? JET SET WILLY

Manic Miner strikes agent That ganius of the bizarre. Matthew Smith, the programmer behind the C&VG Golden Jovstick winnai, Manic Minei, has come up with another original game. Everyone has been waiting for the sequel to Metthew's top selling Spactrum on me with betail breath. Could it match up to the quality and playability of Menic

Miner Willy is the ster of this game - but he's no longer lost in a mystenous mine With all the money he made down the mine. Willy has purchased a vast man-

sign in Surbiton Why Surbiton? Con't ask me. ask Matthewl Willy isn't mean with his new found wealth either - he has huge parties in his new home with hundred of friends who 'reelly' know how to aniny thora-

solves They often leave the place in quite a mess, however, end Mane. Willy's fiery Italian housekeeper, gets really upset about this This new Willy apic begins after one of these big parties. Marie has finally put her lost down and won't let poor Willy get to bed until he's cleared up the house! Mayle stands at the docreay of the master badroom and won't let Willy past the threshold until he has picked up every glass and bottle in the place

Now, Willy's mansion is massive and there are places and rooms which even he - an intre-

and explainer - heart seen vet So there you have a - you control the top-hetted Willy on his quest through the waiid moms at his measing searching

for the glasses and bottles left bring emind by his untidy mates Jot Set Willy has well over 60 screens - all different - featur. Ing Matthew's wondarful graphic oddraw Watch out for the beliet-dancing imbbit and the panguins in the cold room. Graphic musterpieces in their own noht.

There are elso some refugers from Manic Miner among the odd creatures to be found - but spotting them yourself is helf the lun.

The name is bust too his for this reviewer to take in in the limited time available to look at the came - but I'm certain this game is going to be a winner

I found it much easier to get into then Manic Minor The controls are extramely simple - just three keys for left night and jump. You can also move from acrean to screen without having to comglete a task first-a bonus when you want to find out what's coming next! Softwille Projects have come

up with an original anti-piracy device to protect their letest blockbuster. It's a card with a coloured and pettern, When you load the game, the computer comes up with a random location which corresponds to e square on the grid. You have to key in the colour code before you can play the game This routine has to be carned out each time you play the name. Will it stop the pirites? We don't know - but it will cartainly make life more difficult for them.

All this and a great compatition tool The first person to discover just how many classes Willy has to collect before he is allowed to get to bed will win a case of champagne and a halfcopter ride over his or her home

Jet Sat Willy is bound to be up among the top ten in the C&VS Bask Morror apformers charts hefore very long - and I confident v predict that Matthew Smith and Software Projects have got enother number one on their

Jist Set Willy is available now from Software Projects of Liverpool and is a bergain at £5.50.

· Getting started · Gruphics

PIMAN GETS PAC-MAN TREATMENT

nen

Ofbert copies are bounding to preliferata on the Spectrum m the same way as no-offs of Pac-Man did twolvo meeths ann

With no less than three yearsions to choose from we thought it was time C&VG teld you which one to spend money on

The original was an avende pame by Gottlieh which introduced the cate but foul mouthed little character who had to hop from tile to tris on a brangnia. shaned play area to change the colour of every squara Nastres ike Corly, the snoko, and a big red bonnoing ball tried to stop our fone-nosed tuend from complat ing his task

Ocean's Page is the closest to the aicada original with the snake and bennoing bell though in this version Corly is cogniting under the assumed name at live

The slow, leaning her of Q*bert has been faithfully recreated in Pogg and this is also the only version which makes our friend rump off the side of the pyramid whon you ploss tho wienn key

Alse hopping onto the bendwagon nio Autemete with their PiMan Q*bert game - Pi-Balled

PiMan and O*bert could almost be brothers with those unmistakable leng snouts - a similarly that has not escaped Automata's ettention as they m clinde e bei room scene in the game where the two share a doek

If you like fast games, then this is the one for yen. The PrMen can be made to move very anickly from square to square as he performs his O'bert impersona-

Like Pogo, this name teatures the spinning escape plates at the ander of the pyramid which you can sump onte when the going dets really tough Spellbound from Beyond is the

most original adaptation of the Q*bert theme introducing witch as, spells and davils

Despite the pretty greatures. this is the least pleveble version. of the game. The little yellew devils are difficult to see and the tiles only partially change colour when lended on - meking the whole effect less coloniful Spellbound also lacks the ascape plates which are an integral part



of the orronal des

Bast buy For my money Pope is the hest O*bert-type name evailable for the Seastrum and marks another success for Ocean who are really beginning to make their mark on the names business

Poss FS 90 from Roots Menzigs, Weelwerth, Pi Balled from Antemata of Portementh at FE and Snelthound from most software shops at £5.95

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 Gettree started · Grephics ● Value Playability

Pi-Balled · Getting started Graphies ■ Value Playability

Snellbeand Gettrau atarted @ Grankica Playability

Value

AND NOW ... **'COMPUTER** NASTIES'!

FORRIDAEN FOREST Videa nasties have been hitting

the heedines quita eftan recently end, judging by the amount of blood spriled in Forbridden Forest, computer nasties' will soon be meking the heedlines in our darly papers

Forbridgen Forest, en American geme for the Commodore 64, is set in a mysterious forest. You play the part of an archer who has been sent on a quest to kill the evrl ruler of the FOREST

Aimed only with a small bow and limited supply of errows, you must fight your way pest the comput and evil creatmes ander the Demogorgon's rafiu

The first attack comes from

the grant studers. They rush at you unexpectedly. This is the point in the came where throns get gurts messy, and where the programmers have none a little ever the top on the animated

blood which splatters all over the screen Further levels leature humble bees, frogs, dregons end an army of skelatons. Each new type of aggressor needs different inches

to deleat them. The skeletons are particularly difficult to shoot and this lovel will needly prove the most taxand to would be players The end of the game is

reached when you come face to face with the Demogoroon The whole sky turns black end light ning flashes all around you

Dysuall, the game is fun and the graphics are reasonably clear and well animeted. But the game, for ell its trills, is only a plain sheet am-up and isn't in the same league as most Amerroun softwere. All in all, Forbid den Farest is a competent game. but it's definitely not game of the

Farbidden Forest rune on the Commodore 64 and is available from Birminoham-based Centresoft for a price of £8.95

 Getting started Graphics Playability Value

month mateurl

FALKLANDS FACTOR

Shades of the Falklands infamous bomb alley most have been in the programmers' mmds recently as a flarry of arrisee battles are bombarding the soft-

Hepping about HMS Spectrom are Krakatee from Abbex end Richard Wricox's Blue Thnnder which we played against each other m an explosive head

to bend Both names foatnin choppers

performing a doal mission of delance and rescue over the britis The Blue Thunder changer has the most realistic flight praphics beeking and digema its nese

as it moves forward The aim of the geme is to blast your wey into a nuclear reactor which nons up out of the sea like

an electronto sea seinent Gattrng in is reletively easy. but blewing up the radioactiva core takes much more skrll. Once the possibility of a nuclear blast

has been oliminated, you can rescue your comrades held on en edincent island Blue Thunder is only average entertainment. The chooper

movement is either too slow or top fast and some of the ground installations showering you with fue cannot be shot For hetter veloe for money is

Abbey's Krakaton This game has se many clever little graphic folls that it is difficult to mention them The basic idea is to protect a

tanker being bombaided by enemy ships in the bay A radar scanner enables von see the bendits and sneeking submarines. You'll really need to start bashing you keyboard in an attempt to down those enemy plance and cube

When the tankai sustains a hit, the Cinw are thrown into the water and it is your job to let down a rope and winch them up to the satety of the chopper

This is one of those games where you need about thirty six fragers but, desprte this, rt's helishly addictive The more played it, the more features discovered.

Krakaton from Abbax really silencas Wilcox's Rlue Thunder

and is in the sheps now at £5.95 Gatting Started \$ Grephres Value 8 Playability 8

continued on page 31

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continued from page 29

GETTING INTO DEEP WATER

O'RILEY'S MINI

Et. thora's houble down f ait tha ken And there's nowt Arthur Scargill can do this time This is one of those scialling

games, which has you playing the part of O Rilay, the fee lass minor Unfortunately, their's a leak in the shaft and water's aushina overvivhore. As last as you can dig a tunnel, it fills up with water.

But, as every good physicist knows, water will have to the highest level filling the lower ones as it goes. So il you dig a side to-side tunnel brenching off from the main vertical shaft, then the oncoming water will fill your new tunnel bolors using up tho main shalt and blocking your nly hoos of ascane

The secret, I found, is there fore to dig honzontelly along the whele length of the bottom of the or This will allow you time to get back to the top without the shaft

liling with water The object of the game is to did in the mine and collect the beried beasures. When you've found all of thom, you move to the next level, of which there are nina I found the game rather aasy at lirst and, once I'd worked out the tactics, there was little difficulty in getting to level four As well as collecting the burrod ail, gold, dramonds, coal and uranium, you are also pursued by some river monsters What thay re doing in a mine shaft is anybody a business but they must be avoided on pain of being frazzled. Then thera's the

water, in which you will drown instently if it touches you My main criticism is that the mino isn't very wide - in lact. the frue width is only about two screons This makes the gamo rather monotonous, and I don't think that I'd play this very often il I'd pard out real money for it.

Reward comes not in opints. but in money Well, you don't actually get the cash, it's just that the score line has a dollar sign in front of it

Diamonds are the most valuable and will not you \$8,000 for each one collected (unletunately the game's American, so all the cores are in dollars)

Your only delence against the assaulants is a limited supply of



namete eticke Pittssing the joystick button will leave a light ed stick in your nath at which time a hasty retreat is advised. If you've timed it jush t the explosion will kill the anninachine meany II you haven't, thon you ve just wasted a stick of dynamite Every unused stick at

the end of a level is worth \$3,000 Gonerally, it's a very playable gama, that's also mute fun. The early lavels ere quite easy and I wouldn't imagine it taking too long to complete the game, after which time any challenge has

worn off The graphics are good, and the sound of the oushing water is quite raplistic. In fact, it gets quite annoying after a time (think shout di

O'Riley's Mina is available from Contresoft and runs on a Commodore 64 It costs £9.95

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 Getting started Graphics Value Playshiller

SAVE THE POOR OLD TADPOLE!

SAVAGE POND

A tadagle's life is not an easy one it's not all just swimming about in an idyllic gool waiting to become a ling you know The poor little tedpols has to lace many hazards below he grows up and starts his own little broad al lunglets

Your task is to brend as menu froos as you can in this pond without being killed off by the naturel - and unnatural hezaids in the pond Things don't look too bed in

the first stage of the game. You help your little tadpole litt up with amooba and worms - avoiding the nasty stinging water plants at the bottom of the pand which will kill a careloss tadoolo

Dragonflios zip over the pond

dropping ages which hatch into nasty water nymphs unlass the tadpolo eats thom first II a ayraph hatches out, it will chose your poor tadople and attempt to eat d

As you master each phase of the game, more hazards are inhoducad until you reach the senous business of frog breedmg Jelly lish drop in for a bite

and bob around nost the surface Then just to add a topical touch - some nasty person dumps a drum of radioactive wasta into the cond and your tadpole has to watch out for poisonous patches

in the acod The third stage of the came introduces the first Iron who sits on a log and can attempt to eat those nasty diagonlies as they zoom overhead. If you've out this lai but all your tridople eacs have been destroyed, the program cells up a 'computer mateur agency and provides you with some more spawn and another

chance to start a colony of Iroalets Savage Pond is an original and last moving game with colourful and intricate graphics. At lirst it s e bit difficult to master the swim mine motion of the tedpole, but with a bit of practica you'll soon

be a nappy little amphibian? You'll also need to take some time reading the instruction backlet which comes with the gerno - a vary comprehensive publication this Other software companies take note!

I soally enjoyed playing Savego Pond - it brought back and help the missile crews out memories of when I bied to breed tadpoles in a jam jai. This way it donsn't take guite as lone and you don't got baby frogs all over your livers soom

Savage Pond for the Commedate 54 is available now lines Smicade of Marsoysida and will set you back £8.95

· Getting started Graphics Value

Playability

BATTLING CHEESE-BURGERS!

PROBE 3 There I was, peacefully cruising through space, when all of a sudden these Ilving saucers come screaming down at me I om out of the stars! Wall what

could I do - I just had to blast Probe 3 is one of the new releasas Irom UK Software for the Buc-I and the new Duc Atmos Really it's a fairly basic space shoot-out - but with some nice graphics and game

You control a space ship which looks a bit like a burich of cheeseburgers stuck togathor not one of the best features of this game? The alian saucers are prest though They come Bashing out of the Jurthest reaches of your scisen and zoom over your chaasobureer

soncecusti — dropping bombs bolore they zap off into the stars again Your job is simply to shoot tham down and evoid the bombs Each wave will jobest once you've blasted 20 of they number and another wave attacks in proater numbers, with those mis-

sila launchers in action on the planet's surface. The more saucers you let past, the more frequent the missile attacks from the ground Those saucors land vitti see! You get a honus score after each wave is destroyed Overall it's a pratty good game

lot the underprovileged Duc and would make a good addition to the Dirc owners game library Probe 3 comes from IJK Software of Blackgool and costs F7.50

 Getting nterted Graphics Value Plevebility

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NEWS OF THE NEWCOMERS

Penhall mechines with odd lee from time to time. In the past, the fronted with receherses Hashing score meuniad, or simple soinaround to add an extra fascingtion to the game

Zaccens have come up with a new pin called Devil Riders which has a little stant motorcyclist zapping around in a well-oldeath-style loop within the back Hash Devil Riders is, thankfully, e lat cry from that other awfol one with that gensh flower-pew or design

It has a twe-level playfield and several interesting leatures. On the lop level, you have to keep the ball smashing into I have lixed largets to get the men on the bake spinning - The more tergets you hit, the lester the cycle spins around in its wall-of-death loop Pesitioned around the loop there are score-lights, so you can collect on extra bonns, as the cycle around the backllash loop

There are two access ramps to the apper level, each goarded by three drop targets. Hill the targets and the ramps drop allowing you le go up on the loglevel and get the cycle spinning.

I anjoyed playing this game it needs accritecy and quick reactions to get the most ont of it.

The Pinbell Dwners Associa tion have revemped their magazine colled Pinbell Player - o most for all pinball lans.

It is now printed on better quality paper and includes lesluces, articles and reviews about the Asseciation, wend on SAE to Arcadia, 485 Cranbrook Road, liford, Essex IG2 SEW

34 COMPUTER & VIDEO CAMES

The toying reporters were at it again. Trudging tiretessly round London in their never-ending search for newer. better and more exciting games to entice the trigger-happy

into the arcades. We hit gold when we went to the ATEI exhibition a tew weeks ago where all the latest games were housed under nne mo(1

FIRE FOX

Strating the Show on the Aten stand was Firelox which is still (accoving a let of publicity Report on the film of the seme name, it's seriet shoot-'em-up/down neine actuel clips from the life

Alan biguight ever from the States a huge simulation model videe display on a scient situated some eight lest from the cockpit's nase With steren seund of explosions and enemy lighters scienming ecioss your hight path, it gave a completely new diffension to pleying video gemes. Unfortunetally, this model bot you will lind the next best thing - the new streamlined cocked-style cabinet will be linking in your arcades in the next month or so. Watch ont for It. it's impressive



Ello Jehn - Got a new motor?" "Yeeh -- want a test drive - it's the new TX-1 from Tezmi " Gulping, I climbed into hall-reising dash round the track



ence depends on your skill in taking cemers, evoiding oil patchas and salely negotiating other care

SPACE ACE Space Ace, hot on the heats of Bloth partnership with Magicem. whose enimeted ceitopo grephics are en a par with these ol its predecessor. Sel in space. the idea is to rescue Kimberley yoni javishing auburn heijed of the aliens

at 185 mph. Needless to say, my driving expertise wasn't up to

cetting round the crient in one

For those of year who ere experts. TX 1 offers a lar present

challenge than any of the ether

racing games currently on the market. You've got the choice of

eight international piccuts and

to get ento these, you have to teke either the left or right hend

bends at mechens throughout

Ultimately, you could lind

yonisel whizzing round circults

m Japan, Pens, South Aluce

USA, Spein, Monace, Balaium

and Italy through magnificent

Space Ace plays in exactly the control over the characters. They points and your moves have to the noiverse, squashed by pileof volts of electricity)

I heven't played the game through to the end yet, but a be to beginners - et the start sump towards the Hashes of light when conning from the alien spece ships, push your roystick energise button and the rest as up to you If you hear a mind you've made the right move and il yeur bming's right, you'll survive te move onto the next once nì action



10 YARO FLIGHT

18 Yord Fight from hem Cor-It's en excollent sports simpletion of American Football whose you'll have to git your team ignst the computer's and light

possible to stop you winning However, you've get no queles shout closupp dirty and well do unto them what they do to you have to be nifty on your sketes to everd pits bailands and to pick no



the orich to score a tenchdawn As anyone who has ever wetchad the game on TV knows, you Will prabably leave a trail of utter chees, tangled limbs and day truction as you inch your way up

It will be into esting to see how this game takes off in the UK's orcades -- extremaly well I should imagine, if the huge amount of interest generated by Channel 4's screening of Amosion's national sport is anything to

ROLLER ACES

come up with an original in Baller Aces No space ships, alians or laser guns are involved in this gamo, rather the skill lies in not laling off vani skatust

Skating round the track at top speed diessed in the fully ped first qualify lai the race end then, with two other roller acus controlled by the computer, get randy to the lastest, dirtiest race of your life Alas, oil is not plain sailing - vous opponents ero masters in the frade of drity bacs of gold which are lying on the track. Why begs of gold? They som extra points but dan't have a lot of significance to the

SCRUM & TRY

anather sports simulation which will soon be infiltration that ercades. This time rugby lane should be cheering - no longer will you have to pile out only a muddy field in near freezing temperatures, no more cuts and bruises from tricklos and scrums egas. In the warmth and comfort. of a fnandly ascade. You can naw glay what must be the only form of armchan rugges with nothing disturbing the lianguildy, other Then the dedicated zapping of gliens from other fenectics around you

Bodlands is Konami s latast offering to the rapidly swalling number of leservidos games enimated calloon graphics. Sel in the wild, wild west, the good guy's family have

picks and will do averything been muidered in cold blood by a gang of thugs. He sats out to evence they deaths -- on eye for en eye e tooth for a toolh

There is a buel explanatory life cha with vaice-over at the start of each game describing the whole housin incident. The game begins - you're walking down a doety strant nast a caloon bay when one of the thugs seemingly appears from no where You find yourself looking down the twin barrols of a shotann - Bosom! - unoble to draw last enough, you're left lying in the dirt with hall your body blown oway Forthol scores depict an axo clasvino vous head in Iwo and a scorpion which leads on

metod gemas, yau can only control the character in Badlands at goma. The anily form of control is a hugo round line bullon, closely resembling a trock holl which has to be hil whenever you madd to make a mayo. Every time you are attacked by the bandils. punch the button and, if your timing is right, the boddies will be blown to hell - too bod if yon're weong though as another life is

and eats away of your faco

Although the graphics in the game are builtent, it loses o lot in that the player has almost less control over the game then is normally laned in the majority of certoan lusor games. The other games osnally have a fire botton or the equivalent as well I also



lound Bedlends to be vary macable end in bad taste. Most games light the duath of the main character lightly and leave death to the player's imagingtion, rother than portraying the gusty details on screen

JACKRARRIT

Eapl What's np. doc you've nuessed it. Buos Bunny to: rather Jackrabbitl is now immora light hearted gamo from Zaccers, in which the rabbit has to hop round the screen collecting carrols from someone elsa's car-

The science is laid not in squares, some of which will contain a count and others a oil sabhits an the bon Yon've not to pits and bopping the baddles on the nose when they come within boxing range Further screens prove more difficult with extro pits and split-level scenos

SPY HUNTER

Bally/Midway as a Turbocharged espionage thriller' would tend to opies. It's busically a sophisticated car chase with yau as the good gny escaping from a bunch of thugs down of

dawn if yan want to escape unscathed Set ready foot on the occalerator and into low goar. shift into high geo; and away you ga Hel on your heats are e number of pasties including the bullet-blasting Road Lord, the sinister Dr Torpodo and the Mad Bomber Eliminating these pastios takos quite e bit of skill and points awarded are graded, with The demise of the Mod Bomba Neodless to say, it's haider to get aid of him than any of the

Your turbo-charged can is liftted with some of the latest weapons but you hove to ourn these A weapons van appears at certain intervals throughout the gama and equips you with naw weapons, ranging from mochine guns, smoke screens, missiles

Thore is a slight hitch in this pams - to enable the van to

re-equip your woapons system, you've got to diwe into it Remember, you're trevelling at about 100 mph and bullats are flying Not a game lai the feint

Mr. ADVENTURE SPIDER MANAGEMENT SPIDER MANAGEMENT



We have not had any new Adventures from Scott Adams since Goldien Voyage surfaced a couple of years ago. Had he left us with an insoluble Adventure (Sayage Island Part 2). I wondered, and made a quick escape from the Adventure scene, lauching.

We'll, the news is, Scott is give and we'll and living in Florida with his wife, Alexas and their two diaughters. By now, he could be a father for the turd time. He flew over recently, for his first evervait to the UK. Feeling rather like a small boy about to be mirroduced to the REAL Santa Clairs, I went along to meet

We typed OPEN DOOR and there was Scott, the man with one of the most devious minds in the world, instantly recognisable, more from a photo in '80 Microcomputing' some four years ago, than from the recent photograph in Jamary's CAVO

The place was festioned with pictures of Hulk and Spider-Man and bedecked with Marvel control. Why all this Marvel Control artwork? "My new somes," explained Scott.

That been looking around for a theme on which to base some new Adventures I looked at movies and decided that, once off the screen and forgotten, a game based on one would soon lose its appeal." Frankly, I was disappointed This

didn't seem as if it would lead to the kind of puzzle and excrement that has become the hallmark of a Scott Adams advanture. OK so I watched Hulk on the box occasionally but could never Egure out where he got his new shut and pants. Would it stand up in an Adventure?

Scott walked around to a poster of the Hulk as depacted in Adventure M1, as the first of the new sense is known. He talked enthusiashcally about his new subject. He explained how he had approached this particular Adventure . and how he sims, in general terms, to develop the Marvel senies which will be of at least 12 games.

Each will be self-contained, set linked in a way that will not be obvious to the player What that link is I cannot sall you, but it has a purpose. To tell you might shoul your ensoyment as you play your way through the senes as a whole.

Suffice to say that I was once again in awe of Scott's ability to create something exciting, griginal and downright mean and devious!

I should have guessed! With Scott writing it of course it would work! An adventure game is incredible by any standards — and with Incredible Hulk, and an Incredible Mind .

One thing I can promise - the Marvel games will be good and they will not as ever, be easy!

The senes is based on the world of Maryel corners. Adventure International has a 10 year hoence with the comic company Never before has Marvel en tered into an agreement lasting longer than a couple of years and in this case. t was Marvel who made the first moves

"Adventure players are going to start reading comics again," claimed Scott "It'll be more fun if you read the comics. but it will not be any easier to complete the games

Is there anything new about the lormet of the series. Do they support multiword input? "No," said Scott," I find that even in games with this facility, people very rarely use it it really is unnecessary II more than two words are called lor, then if the player has typed TIE. ROPE, for example, it is easy enough to ask TO WHAT?

Any randomness in M12 "Yea, there is one very big random element and two minor ones But I'm not going to tell you any more than that?"

The Marvel series appeals to Scott because it is an exciting concept, opening up many new possibilities. In addition, the original series will continue, as it allows him to do just what he wants with his imagination and to explore new ideas that come to him. And one gets the impression that ideas are not slow in coming to this man.

Scott has not been idle since we last had a new game from him. Much of his time has been spent running Adventure. International in Florida. After a number of mayes to different premises. All now employs about 40 people and occurrent a Geodesic dome with 11,000 smare leet of floor area for its production

So hike many of us Scott writes his games at home, in the evenings. 'It's kind ol difficult because, with two young daughters I don't get the chance to make a start until around 7.30 - after their bedtime," he added

Although they are now played more often on other micros, Scott still develops his games on a TRS-80. His Adventure Interpreter allows him to for the past few mouths legendary Scott Adoms for comir had hernes like the Intredible Hulk These thornders nre fentured in what promises to be a tremendou: series of Adventures based on Marvel Comics herees. More are promised for the future. Elsewhere you'll find no

of the The Hulk, Scott's first superhern Adventure. Here Heith Camphell, C&VG's Adventure Supremo, asks Scott a few probing questions about his life and the net of writing Adventures.

exclusive review

write a machine code game without re-inventing the wheel each time. The interpreter is the printing press. I write the book, it has served me well.

tion? buce However, whilst writing M1. Scott came up against a programming regurement with which he began to think the interpreter couldn't cope "I left it was becoming too limiting" he explained "So I went away and thought about it, and then went night back and just used the interpreter in a dillerent way Everything I needed was there all along - the problem was the way in

which I had been looking at # So popular are the games that Mike Woodroffe, who represents Adventure International over here, has sent two programmers to Florida for training on Scott's interpreter. On their return, a start will be made to convert it for yet more micros, and by mid-summer we should begin to see Scott's games awailable for an extended range of machines, including the Dragon

All of Scott's games are designed to fit into 16k of memory on a TRS-80, "So as you have a TRS-80, borrow my de velopment disk to play Hulk," he said. ollering me his diskette 'That way, you'll get the best game. The TRS-80 has the best version" I was never more glad that I had stuck to my trusty Tandy!

Scott onmosily wrote Adventureland in Basic, hoping to sell perhaps fifty copies to inends and enthusiasts. With hindsight, he now feels that Adventureland could have been twice as big a game in the same size memory, given the experience he gained in developing the series

Scott's evenings have obviously been busy lor, in addition to the first Marvel Comics adventure, he has extended the original series. Adventure No. 13 is Sorcezor of Claymorque Castle, "the most difficult", and No. 14 - a seguel to

I was never quite satisfied with Pirate, it wasn't all there. So I set about hushing it off," he explained. No mongoose this time, but the bill and the narrow crack are there. There could well be more secuels to come, and the earliest candidate looks like being a follow-up to Strange Odyssey Scott claims he never achieved what he set out to do in Odyssev. "OK, it works well, but I just don't like it'

Some of Scott's games just happen. When he wrote Savage Island Part I, he hadn't a clue what part two would be about But when he came to £, everything lell neatly into place and it worked

perfectly. Mystery Fun House took him nist a week to write, with a little help from his wife Alexis He confesses that they created the lun house, in which all sorts of exciting things could be done, and they liked it so much that they had to think up

a plot to turn it into a game So they added the parts outside the fun house and gave it an objective It turned out to be one of his own lavourges.

For those of you who write asking if Secret Mission is the same as Mission Impossible, the answer is ves "We had to rename a because the television people objected," said Scott

We moved on to Voodoo Castle which was written almost completely by Alexis, I was intridued that, of the few ourls and ladies writing into Adventure Helphne, this was the game they most frequently mentioned. Also, it was the one my wafe had stuck at until she had solved it single-handed Scott confirmed that he also lound that Voodoo, for some reason, seemed to have a particular appeal to women, yet it did not appear on the surface to be a major departure from the rest of the senes.

Why does Scott think his games are so universally popular? "I think it is COMPUTER & VIDEO GAMES 37

MR. ADVENTURE

because they are logical All the information and clies necessary to solve the problem are their The problems are all capable of solution and the player knows that. So he refuses to be beaten and will come back again and

We turned to the subject of hint sheets. These have now been turned into a hint book and give first a che, than a bugger chie and finally a solution to each problem covered. But there always a danger that what the author doesn't see as a particularly difficult problem may completely baffle the player?

"Yes, that's true and we are constantly revising the lunt sheets in the light of feedback. They are an ongoing thing." I had a look at the latest version of the lunt book, just on its way to the printers and found it to be very comprehensive.

I was interested in Scorf's views or orgapical Adventures "I understood you to prefer the purely tern adventure and yet now he have SAGA," I remarked "I still do prefer text," repleed Scott "The player is left to exercise his imagination and provide his own inages which is much more exercing But if we can provide graphics, and people have craphics, leen we should let them have craphics.

So saying, he led me over to an Atan, currently at the start of The Count SACA. "Try that," he suggested, "and see what you think."

I parucked like a schoolboy faced with a spot test on a subsect he had failed to revise I sat down at the Atari and found myself in bed. There I was looking at the end of the bed, my feet sticking up through the end of the sheets. I took the sheet, got up, tied the sheet and opened the window I was now facing an open window. I tied the sheet. "Type INVENTORY", suggested Scott The picture showed me carrying the sheet which was clearly knotted to the bed I climbed down the sheet on to the ledge, and got in the window] could now see the window, open, with the end of the sheet hanging down from ahowa

"So that's what it really looks like" I gasped. I looked around and moved the portrait which left a gapting hole in the wall. I was seeing the scene through my own eyes, as the "pupper", rather than through the eyes of a third party depicting the scene with me in II.

The pictures are updated with the latest state of play and appeared perhaps more like an interactive illustration than most other graphical advertires I have seen, since they had been added to the text plot, tather than had the plot evolve around them.

I was impressed and found my previously formed mental images from the



text game aligned closely with the graphic display Bet 1 think I would rather play the graphics game AFTER the text game and that way get a whole new dimension from the game after softing the puzzle. This, of course, can be achieved through the "graphics off" course, can

One more note on SAGAs — the flicker problem, caused by difference of muns frequence (60 Hz in the U.S.), has now been resolved

Alexa and their two daughters, aged five and two, obviously figure largely in Scott's life. Over dramer, I discovered that Alexis would dearly have loved to accompany Scott on his first vast to the UK but was unable, as she is shortly expecting their third child.

"She was wild about me going without her," grained Scoti, "and so I am not allowed to do anything NRAT whilst I am over here without her." Luckely, the venue was Hestlarow and Scott was relieved to find it didn't count as London, London is NRAT.

And what of Scott himself? A tail, questly spoken man who is fascinating to tailk to He has a liking for good food and wine On tasting his Escargots, snails to you? — which he ordered for statters, Scott jumped. They were obviously very hot "Boy, that really hit the spote" I mattered. "Yes," he loked.

They do look lake evil smelling mud."
He particularly enjoys lychees which
he is able to pick fresh from the trees in
Orlando during one month each year.

To say more would be mischievous, for under cortain circumstances lychees can be NEAT¹

I am sure we will see Scott back again soon, together with Alexis and able to do NEAT things over here at last!

Over the years, many new Adventure games will come in all shapes and sizes from numerous sources. Some will be played and soon forgorten. Others fewer—will be more lasting, to be played and enjoyed for years. Scott's will be among those. They will be

around for a very long time.

Micros may come and go, but Scott's
games will stay with us to be converted
to computers not yet dreamed of and to
be played by future generations. They
are timeless and the stuff of which classter are more.

Adventures can be played and enjoyed only by the young, says Scott "But," he adds, "they are for the young of all ages To play and enjoy Adventure, you have to be young in mind."



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PITFALL COMPETITION

- I think that there are
 jungle animals hidden in the picture.
- (2) The common link between Pitfall Harry, Tarzan and Doctor Livingstone is (max 20 words).

NAME ADDRESS

Down in the jungle something stirs. The mad squawking of exotic birds disturbed splits the air as a fleeting figure dashes through the trees.

No — it's not Tarsan Or Jane, for that maker, it's none other than Patie. He have

No — is not raradh Or jane, for that
mainer. It's none other than Putail Harry
on his way to the Lost Caverns to take
part in his second adventure
Harry started out in the jungle two

Harry started out in the juncle two years ago when Activision launched the first Pitfall game.

Since then our hero has become proficient in leaping over crocodiles, swinging through trees, running away from scorpions and countless other

jungle pursuits.

Now Harry will need all his skills for his second and much more treacherous advanture.

adventure.

C&VG's Joystick Jury has already pronounced judgement on Pifall II else.

nounced judgement on Putall II elsewhere in this issue, but for those of you who can't storach judical procedures, let me tell you that the verdict was not far from fantastic.

The game immoduces lots of new

challenges — like the balloons on which Harry has to bitch a ride and the horrible condors and bats. Now you can win a copy of Pitfall II

now you can win a copy of Pitfall II
plus an Atari VCS to play it on
an our incredible Spot the Animals competrion!

Our friends at Activision are also throwing in two of their latest carindges, Space Shuttle — a challenging space fight simulation game — and Froetbie which casts you as an eskimo racking against freezing conditions to build an igloo,

We have six prizes of an Atan VCS up for grabs and three cartridges go with each one. Here's what you have to do Study our

artist's impression of a screen from the first Pafall game and tell us how many jungle animals are hidden in the picture Then, in no more than twenty words, tell us what Pafall Harry, Tarzan and

Doctor Livingstone all have in common Entiries can only be accepted on the coupon printed here and the usual C&VG competition rules apply. Send the coupon to Pitfall Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London, ECIR SEI



POPEYE HIT E BOTTLE!

Hallo shipmates? This time will teks to the high sees with that jolly jack taj. Popovo the Sador Man, thanks in Androw May of Dumfueshire Scotland who entared my video contest a couple ol months and

We asked you to send in tips on your levourite game and Andrew was one of my wroners. I thought his tips were good enough to pass on to you! Popeys cen be played on the Atan VCS, Cole coVision Intelligisron, and the Philips G7000.

I reckon these tes well hold you got whetever system you own Now, over to Andrawi

You control Papeys who has to save Olive Oyl from the the wey, Popaye moves on to like cluiches of ovel Brutus! In the love hearts and Popeve must catch them before they sink into the water. Each time Popeye catches a heart, the nosty Sen Hao enother of Popeye's erchanamies throws a bottle

meddle oil next work while the tune keeps ploying?

Gode all the hearts are not of next screen - and here Olive is trapped at the top of a building Olive is showening her true love with musical notes. There ere two trempolmes among the platforms in this sciene and those

can be put to good carch a note near the

bottom - you can then upon on the frampolme and leep up to a higher level to catch another note for more points On this scieon, the spinach

appears by the bottom right hand tromoskae

The Sen Hag appears again on this screen, lobbing more bottles all our hero - so he has to punch them or dodos them to stay in the

Screan three is the tenghest of them all it is set on a boot and Popeye has to catch Olive's kisthe too level of the screen which moves you around a lot faster,

but this can prove fatal if you attempt to the out bottles at the same time Andrew has car-

tarnly chosen a good game on which to send ns tips. Popeye has been one of the biggest fovountes in the C&VG office, especially the Col eco version. Every one of our softwere reviewers has been exicly studying Andiow's hints. Judging by reports coming from the lamous CAVS computer. whose tips have come np trumps, all one reviewors are wall on thos way to becoming

Popsys sxparts Surposmply, ell Andrew's tips work just as well on the Intelligesion and the Atari VCS as they do on the Colecc

Thanks Andrewl Next Issuo wa'll be taking another look at a top game and bringing you more points winning tips. Excuse me. I'm off for a bowl of somechi



AND NOW MY THESIS!

Phewl That Popeye chappio really tired me out - so much so to have a quiet rend of the Encyclopaedia Videogemers.

But belove I go, I'll tell you about some of the cames to be featured in the Prolessor Vidgo column next month

After hours of pley in my secrel leboratory, I am ploasod to announce that I have dovaloped a thesis entitled. How lo-Score Higher on your Favourite

I just know you are going to like it so don't loinet to order en serly copy of C&VG et your newsagents

I am olso still looking for good stretngy trps and have ton C&VG T shrits to give away to the best

Tips can be for any homo computer or video gamos systems or, il you have mastered an arcede gomo, you may like to send your tips to an ex-pupil of mms on the Arcada Action page Miss Clare Edgetsv



To make it nesmr on yoursell. whon you catch a heart, try to be oner the steps or on the ladder so you can dodge the bettles

Brutus is also throwing bottles at poor old Popeve, so don't stay on the same lovel for too lang, as this avil character chocks three bottles at a time on occasional Try to keep to the top platform. as the higher Popeye is, the more points you get whon he catches

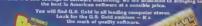
Brutns can't chase Popaye onto the top platform but he can

If Popeye manages to grab his spinoch, which appears randomly eround the screen, the Popsys theme plays and our hero can knock Bratus into the



Introducing













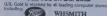




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SUPER **GAMES FOR** THE ADAM?

Bisappointment - that was my main feeling when the long awaited Adam expansion unit fraslly strived complete with Buck Rocais and the Plenet

Unfortunately for Buck Ropers lans, the same levels of excellence have not been reached m

The game is the first tale to come no before the Jury which works in conjunction with the expansion medule - a collection of boxes which can be connected to your Colece to provide computer keyboard, tage drive and proter

Despite this extre capacity. Buck Rogers does not measure up to some of the conventional corrindoes available for the

If is fad into the Colece via the tage fand and loads gates screens of action as the game is being played - making a distracting ratting sound in the process.

The orenbuck era not a natch on the arcade version - none of those long sweeping aprirus

Buck Rogers and the Planet Zoom are the hottest titles in the rence of co-called Super Games for the Adam - which does not bade too well for the rest The Adem expension unit will

be in the shops around May at between £600 and £700 - so atert asying. The orres of the

assette games is paccolimed THE VERDICT A disappointing secods con-

werston. A Salana Graphics • Adduction @ Theme

MARIO ZAPS THOSE PESKY PESTS!

That little camenter Marm the man who attempted to rescue his aidlisend from the clutches of the great age in Donkay Kong, and then impresoned the great gonile again This time without a monkey in sight.

Atari have raided the arcades again to brine you the story of the Mane brothers. No. it's not a video-geme version of The Godfather, although you might want to cell in the Mafie to deel with some of the nastres you'll encounter in this version of Ninten do's arcade game

You have to help Marro and hrs. brother Luigi get rid of all the pests minsting than new house There are several types of pest and a nasty character called Sirorce the Icemen

Shellcreapers are the easiest



All these creatures come at you as Mano clambers around a series of floors, Donkey Kong style. He can deal with the pasts by bouncing up and down and bashing his head on the floors above him. If a past is walking along of the same lime, the shockwaves from Mano's headbutt stuns them and Mana can nro up to the next level to knock them off - scoring points as he dons so

In times of extreme trouble. Marro can head-butt the "POW" switch, loceted between the two bottom floors - this stuns all the pasts on the screan. But you can only use this switch three times after that if disappears and You can halp Mario acore

you are on your ewn!

more points by collecting the various coms and wafers which appear rolling down the floors of the Brothers' house A bonus water appears ofter each Irms a past is dealt with Coms appear at random and you era given just 15 seconds to collect as many as You can before the pasts return to haunt you. In later rounds, Slipice the Iceman appears and covers the floors with a dangerons laver of ron You can stop and knocking him off a floor when he sterrs to melt.

Marro Brothers features embt levels of play - for one or two players in two player games,









PITFALL II



SNOOPY AND THE RED BARON



ā

ã

Mario's brother Luigi appears and can be controlled by the second gamester

It's not the most quainel game ground but it is vary playable and quite addictive. The graphics are in the cute class - a trend which appears to be growing in the world of dedicated video

name systems Mario Brothers comes from Atau and runs on their tinsty VCS systam It will set you back

THE VERDICT A cate geme for running

- lumping and hopping fans with some nice twists - but not very enomal
- · Action Graphics
- Addiction ● Theme

FROSTBITE SKATING ON THIN ICE!

There's no time to get cold faat when you take on the Irozen wastes in the guise of Frostbite Bailey, Activision's latest have for the Aten VCS

Frostbite is tranned on the polar ica-cap and the tempera turn is rapidly failing. The only way to snrvive is to build an igloo anickly and insh inside To do this, he has to jump on ice flees which are floating past in a snb zere sent Each ice liee he jumps on arins Frestbite a cribe for his igloo - but he must complete it in time as he turns into a homan icicle if the temperature drops halow zero

There are hazards of ceruse - like snew geesa, clams and crabs who attempt to knock him eff the ice floes. And Frostbine is not even sale on land. After a ceuple of opening screams, a pelar bear aggeers on the shore to chase peor old Frostbite

Frostbite can earn extra noints by catching the fish which swim past, as he attempts to build tha igleo. He has to work day and night to keep out of the cold and must build fant iglaes in each time period.

Frastbita Bailey is not the most original game in the world, but if you are looking for a Frogger type gama with some nice twists then this is the game for you Game action is fast and lauly

addictive and graphics definitely fall into the 'cute, category Finishine will be available soon from Activision and will cost

£29.95 THE VERDICT

Not terrifically quainal - but

- well executed and for for all the family · Action
- Graphics Addiction
- Thems

4

3

2

MORE HEROICS FROM HARRY

In another first for Jovetick Teer wa ma able to bring you the first UK review of Pitfall II Requier readers of Videogam

ing will need no introduction to that intrépid jungle adventures Pritall Harry Onite simply, Pidall is the best graphic adventors ever written

Ior the VCS and now aca dasig nei - David Crane - has programmed the segnal The name kicks oll in time

Pitfall lashion with Harry dashing threngh the thick jungle foliaga A little Inriher on, the horizen tal aspect of the game, which se characterised Pittall I. rapidly changes as our hero finds himself in the midst of a multi-level

Harry and his travelling companions Rhonda his nieca, and Quickclaw, the cewardly cat have te encennter many nastres as they explore the nomerous levels and platforms. But if has ties and a climbing scenarie makes you think of rolling barrels and Italian carpenters, than forget it - when I say nasty, I maan nasty. The worst el these villains is the cendor who lives eciuss sevaial sciaans and swoops down and kills out here simply by clipping him with its wings. Also deadly are the pors-

onons lings that leap to and live The object of the game is to collect as much treasure as you can as yeu try to find your way to the end of the Last Caverns

Playability of Pitfall II has been greatly increased by a nargue it deadly machine pant it takes gama sector marker system Every time you reach a certain point in the name a cross appears which Harry has to tonch - the VCS will register the contact by amitting a bleec then, if you get killed later in the

game, begin again at the last CIOSS and not at the yeary henennino. This takes the tedium out of having to play your way through that part of the genra which you have already mastered to get to the bit which is still aloding you The gama is played to the

accompaniment of a sorbisti cated musical sound trap made possible by a specielly de veloped sound thip exclusive to

The good news for Spectinm and Commodere 64 owners is that Activision era developing Prifail I and II for these computais to be lannched later this

THE VERDICT

I can't recommend this name highly enough, if you already own Pitfall I insh and and buy this segnel - if you don't rush out and buy them

both. ♠ Action Graphics • Addiction • Theme

SNOOPY VS THE RED BARON!

Here's the lamons an acc prepassing los anothes dangerons mission I know you're up there. Red Basen! This time I'll get you for small Stealing my dog dish / there are several game options That famous beapla Snoony

from the equally famous parteon stup Peanuts, takes to the au in a video dramatisation of his battles with the avil Red Baron This is a doction in the true

sense of the word! Sneopy flies his kennel in search of the Bargo - whe has stolen the Pennuts gang's foed supplies. Hamburgers, ica creem cones, pepcoin and other testy treats have disappeared into the Baron's crimson trinlane. Snoopy has te shoot. down the Baren and recapture the goodes

Snoopy begins his mission

with four knnnels - armed with sight direct hirs to down the Baron's plane The Baron can shoot back - end Snoppy's kennel gets uddied with brillet hates! Eight hits and he is in the doohouse tool

The Red Baron digos stolen food from his plane as Snooov harries him. To catch the sno plies, you must dive lifter them and touch them with the kennel. The Bainn also dioos a skull and presshones - don't cetch

this otherwise Sonoov loses all the goodies he's menaged to collect Also, if Snoopy is deleated by the Baron, all eccumulated food will be lost and the Peanuts gang will go hingry When you start the game.

Snoopy has to shoot down the Baron lour times before moving on to the next stage when the dasterdly are ace pets even trickit to catch After the end of each stage -

or when the gama ends - you see a scoreboard with the nomher of planes shot down and the amount of food recaptured. A reelly nice feature this.

You get bonus points for eech bit of food captured - and earn a Gold Baron efter lifty red ones have been shot down!

I really enjoyed playing this game, It's fast, the graphics are cute and it's very eddictive Sneepy looks just jight sitting on his living kennel, cemplete with googles and scart. Snoopy lans will be pleased to

knew that, when his kennel has been riddlad with bullets, he doesn't clash to the proposit in flames. He simply floats cently earthwards - sustaining no terminal damage!

renging from children's to expert

Sneepy and the Red Baren is available from Atari for the Atari VCS and is a bargain at £19.95 Could this be the first in a range of Ataii-Peannts videe games? Just wart and see!

THE VERDICT

A great "cute" action game for all of you who like daglight gemes - and Snoopy fans of course? · Action Graphics

Addiction 4 • Thems

4

Sensational from Spectrum

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So whell elire maker the ATMOS to exciting? Thing's now a hypewriter study full response keyboard, It's directly compatible with most domertic cassette players, and there's n wide choice of roftween The ATMOS if derigned for contrience, too - Il uses extended Microsoft BASIC, your pemiler plags as well hout on RS232, and II comes complete with leads and everything you need to get going We've e 4-colour One printer (which necepts normel pepm) at e terrific value for mor

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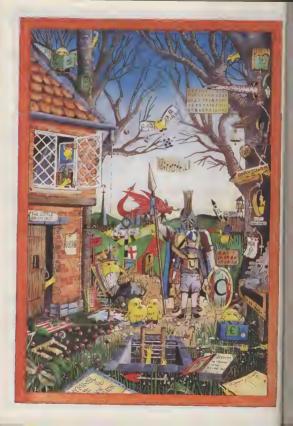
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10 Vadis

ARE standing at the end of a long parrow road. There is a small brick house there and U enter by the front door

(U think: "This seems familiar", but smuss the idea . . .).

There is a key on the ground here. There is a brass lamp here.

There is food and water here. Il sat and drink II nick up the key and lamp. There is very intricate en-

drawing on the leavished se hard to read but you see the letters: c..l. the centre two being very indistinct II whithe lamp and now have a very clean lamp (i) If leave by the rear door . . A thunderous voice roots II to the

ground and U look up to see a figure calculated to strike terror into the branust board "Stop"! "Desist"! "Take not one sten Beyond this program break.

Consult the Key and See: How nearly pur tomathur Could curt description make

Of crowned Viking impotence!"

By happenstance bear I his name. And U, bold pilgrim now shall state First name, then Function! Else termin-

The progress in this Quest By lack of diligence . . !" ((((a),.... (b)...

U answer at once, being a C&VG reader and therefore a cut above the crowd as it were, but still II are incurring the displeasure of the fnohtening being before U...
"Oaf" "Doh" "U are in the wrong

Adventure" shouts the apparation. "But" more kindly. "U did answer smartly so I

What's all this then? You may wall aak! It you are a seas Computer and Video Gamoa reader than you'll know that we all onme up with new and original ideas — and this one is no set. Quo Vadie? is a puzzle-cum-treasure hunt-cum-computer m CUO VAGIS? Is a puzzia cumareasure nunrecumecomputer in ted gams that will befile you for the next three Issues of C&VG same user win came you or me next three issues of CAVG. B with it — because we've got our hands on two Colaco Ada outer systema! The two people who manages to solve the myster or \$50.52 Mill win one of those amazing prizes — worth well out or cale years will will one of titlese amazing prizes — worth well of 2700. And we'll have prizes for the top ten runners-up too. Who co ask for more?

stand of motify on get started? dust read the first part of the Quo Vadies' mystery byte get started? dust read the first part of the Quo Vadies' mystery byte get starts on this page, as you seed, you'll come across some questions and puzzles which have to be a downed before you can move on to the next stage — which you'll find in the Junn Issue.

CAPAC, fight three questions appear in this sease—the rest follow with the final questions appearing in our July Issue. Don't sand your soliniss of wall until you've solved the entire quest. We'll fell you liker how us found your entires in.

later how to send your antries in.
You'll find close mystery in our glant Guo Yudin Picture
study it carefully and it with help you solve many problems. You might
solve find more close the with the leasu really carefully. You might
so look out your magniture of sense, great per and and paper and enter
the world of Guo Yadin? H. 2 journey you'll never forget.

shall out U note".

So saying he announces proudly "I am the Smister Chief around these parts although my friends call me Chief. My REAL name is never used (You know it now so can see why?) as I resent legpullino".

The Chief now adopts a more fatherly tone of voice which implies that U are s feeble adventurer in meed of mudanna

I will take U to the start of this Quest", adding darkly, "Which is what I am "And then I'll introduce U to some of my mates along the way"."

Some minutes later II arrays at a sw bend in the road, "We're here" says the

Chief, "This is me "Push off to the South until U reach a Base. The road bends around to the noht gently at first but for goodness

sake don't turn right into the big Red road on Ur right just before II get to the Base or else U will be in real trouble!" "My old mate AGAS will be looking

out for U Don't be frightened by his appearance - he's really the Adventure Gamer's Arbitration Service and can get stuffy about his status in hie." "Don't be surprised if he's surrounded

UT Projecije ne mrigje ne istracere: space for more news!

THE PRIZES

The first two people to solve the Quo Vadis? quest will win a complete Coleco Adam computer system worth over £700. This package has been causing quite a stir in the States and comes complete with a 75-key professional keyboard, an add-on called the Memory Module which plugs into the Coleco video game console, and a superb letter

Runners-up will each get a copy of the album performed by the band called Mainframe - the people behind the mind boggling mystery that Is Quo Vadis? We'll probably get some other goodles together too by the time the competition ends — so watch this

COMPUTER & VIDEO GAMES

by uncertain adventurers pestering him for decisions about where to go next . . ""Fact is, dear boy, or are U a only.

"Never can tell the difference these days with the bair and all that" eniffs the Chief, 'He will probably pass U on to the PC for the Base test. Goodhyell

U set off South and become aware of a 'brown' smell . This soon manifests itself as a cloud of vapour completely blocking the path ahead. It is muttering 'Diode Mining Ores" and "I Go Modern laside" and is blowing httle smoke rings . . . U clear Ur throat and the AGAS (For it is he or it or she) looks at U with disdain. "Yes?" it says, sniffing its

disapproval, "What do U want? "I'm looking for a Base" U aay, "The Chief told me that you would help. "God, but Ure thick" says the AGAS admiring its own fine translucency, "f suppose U'd better follow me' and puffs

off at high speed "I should tell U," shouts the ACAS over its gaseous shoulder, "This land is now mainly inhabited by VGs" "There are two bad types, 'Aenal' and Burrowing'. AVGs and BVGs" "They leave the

good duys, the CVGs, to clear and U reach a high stockade AGAS exclaims "Oh Lord, its the PC" and in a loud whisper: "He's a real pain, Tries to control everything. His ancestors ruled the whole planet U know and he does get a bit above 'himself" "fust 'cos he's got some Perushing Missiles in there he thinks he's God and U'll get no further without the Password?

"Cood luck Cries AGAS

vanishing The PG is shouting at a group of AVGs and BVGs who are worrying a Trum but he has seen U approaching and now afters in a pompous tone. I need the Word.

U weakly Nurd, To ket II Pass Behand the class And Poke around faside the Pound

This is MAINFRAME, the unusual rock/pop band wha created our Quo Vodis? quest.

Mainframe is Murray unro, 21 and John Malloy, 23. They are o twa-piece synthesizer/guitor/con ter band creating same very exciting music and also a cansideroble stir with their use of their very awn Digital Saund Sompling device both in

awn D their live shows and in their record

They have already created ane "quest" — not which is part of their current album, Tenonts of the Lattice-Wark. Be warned, it is not easy. Sa far nabody has wan the £2,500 Galden "M" which is the band's

For easy clues Which U may use

To speed U on Ur wreiched way And then can I go out to play

Spotting the answer in a flash, U oblige the PC and, giving a cursory glance inside his Base, U press on South meeting the AGAS again. He seems to have taken to U and is happily hurbling away about PC's exploits and how another character got in on the ACT in certain areas before PC's 8ig Brother stepped in to protect the little fellow from marauding Fruit.

AGAS: "U know, sometimes I think the PC is going a bit gags ""He keeps trying to tell me his real name is 'EMMMM' in a kind of farmyard English!" "But there again he is a bit slow, poor chap, and he does have that ewful installed base to look after. Leaves him little enough time for

AGAS kicks aside an emerging BVG who has been mining under the path, These Burrowing VGs are a real nuisance, picking on the Trums, poor little Speckel*

"If it wasn't for the C&VGs chasmer them out I don't know where we'd be' "Ah, there's the AURIC standing under that tree He'll have Ur next problem for U f expect, that is, if we get to him before he vaponses!"

"U have to chat to him for a few minutes so that he stays in his listening mode He then wasts ten seconds and changes into an AURICLE and spouts wisdom and so Forth . .

U duly speak pointely to the AURIC (For U are as yet only two tests down the road to success and cannot be too cocky about Ur progress) "The Chief said you would help me Mr AURIC



The AURIC glows in the leafy shade and, precisely ten seconds after Ur last word, turns into an AURICLE He mutters: "Some Grand fodune" and then: "Do not forget this pearl of wisdom for II will need it in the late summer when the greatest test of all is upp UT So saving. the AURICLE buzzes and hums and extends arms in such a way that a slummering mirage flows from the impers barring Ur way it quickly resolves into an array of numbers

727987327765 788932667384 233272702266 327573767966 898469326332

AGAS looks at thus for a moment and says: "Look here, AURIC, that is an unfair question" "I am the Arbitrator here and I think this young Adventurer will need a little poetic help"

The AURIC returns grudgingly to his speaking mode and grumbles "A number will flow from this vision So grouping will aid Ur decision. Compute them in turn.

It's a question Ull Jearn. It's all that U'll need for precisioni" (b)....

.....))))) "Well done" says AGAS, peering at the correct answers U have written down (For U will need them all at the end of this Quest!) "I see U are keeping all the answers properly, for without them U will never leave this land to do battle with the Dragon of Herbal Hill"

U are now travelling Southwest and U arrive at a sharp right angle bend in the road, noticing that yet another big Red road goes off to the right precisely at the anex of the corner ... RULES:

 All answers MUST be eent on the form which will appear in our June leens Decision of the Editor will be final in judging the winners and no correspondence will be enfered info. · All entrants MUST complete the

entire Quo Vadis? quest. prize but several graups are

on the track! Murray, Jahn and mana-ger, Rad Munra, created the Qua Vodis? quest with Cam-puter & Videa Games readers very specifically in mind. Mainframe tell us that their olbum and the current single

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Hello again. Thanks to everyone who sent me measages on Micronet 800 last month. As I said last time. Bug Hanter now has its own account on Micronet and if you're a member. then save yourself the cost of a stamp and send electronic mail instead. My account number is 012 786 558, and I'll try to reply within a day or two.

UNSTOPPABLE VIC

Granville Datiby writes from West Yorkshire with a way of disabling the run/stop and restore keys on a Vic Try POKE 46.26.POKE 45.240 POKE 788,194:

PRINT CHR\$(8): POKE 37150,3:CLR and your listing should be well and truly unstoppable.

MILLIMAN

Milliman for the Spectrum, from February's Book of Games, was printed as a listing for a 48k machine However, the title said that it would run on a 16k madal

If your Spectrum has only ISk, then you'll need to change all references to 48k memory addresses by subtracting 32768. For example, in line 5, change 64999 to 32231. You'll also need to do thus, for example, in lines 90 and 425. The game is bug-free, and should then run on any Spectrum.

DRAGON POKES

Now here's news for any Dragon owners having trouble loading and sayma on esecutio

A letter comes from Scott McRae in Aberdeen, Scotland (that'll do nicely). He says that typing POKE 144.3 boosts the level of sound through the cassette interface and has improved his loading and saving no end. So if you've been having problems with your Dragon (no mother-in-law jokes, please) then try a

ANT ATTACK

quick poke.

Has anyone out there managed to rescue all ten people in Quicksuva's Ant Attack? Have you found that the new came has the ten people in the same place as the first, and that finding them is, therefore, rather easy? If so, then you're not the first. This fact was brought to you by Paul Shippen and Darren Perrm of Batfield, Horts.

SO NOW YOU KNOW

ember the letter a couple of months

ago about a bug in Cheguered Flag for the Spectrum? And that the last lap time was always printed instead of the fastest one? I asked if anyone else had had that problem, and Christopher Truman of Kmgs Lynn has written to me to acree It seems that there really is a buc in the

Christopher also mentioned that time mc 6031769 while playing Maruc Miner will put you in 'chest mode', and messing certain combinations of keys will transport you directly to the level of your choice

Sorry to disappoint you, Chris, but you're not the first with this information.

SIMPLE MINDED?

Returning again to Manic Miner for the Spectrum, Robert Savage from Burtonon-Trent writes to point out that if, on the Kong Beast screen, you open the trap door and pull the other lever then you'll get a bonus of 2,500 points and the Kong Beast will fall to his death.

Robert also states that he plays much better while listering to 'Sparkle in the Rain' by Simple Minds, especially side one it takes all sorts.

KONG-OCEAN

Players of Ocean's Kong for the 48k Spectrum now have some help, cour tesy of Peter Bines from Grantham. Lines. When you are on the sturd level. he says, climb up the first ladder and then up the ladder on the right. If you then jump on to the moving guiders, you can go straight through the top gurder to complete the level.

MORE MUSIC

After the extremely woud Robert Savage and his high scores, achieved by Estening to a Simple Minds LP, I thought we'd heard the last of such eccentrics. But the next day a letter arrived from lan Potter in Thatto Heath, Merseyside in a sonular vern

At the end of his letter lan save that his ton score for Atan Donkey Kong is 266,600. That score was helped by hstening to Windpower by Thomas Dol-

by Where will it all end?, we ask Donk ey Kong, and The Monkees?

BY ROBERT SCHIFFEEN

What's your suggestion of music to play a video came to? Send it to me by the end of May and I'll publish the best ones and cave a 'The Champ' tee-shut to the winner

Entries to Bug Hunter at the usual address. A postcard would be useful: it saves extra work with the letter opener (Have you met her? She's called Jane and she's rather nice).

TIMED TO A TEA

Here's another to for Atan owners, to make loading, saving and listing your programs a little easier Typing CTRL-1 while a program is

listing will stop the process, allowing you to inspect the portion on the screen. You can start it again by pressing CTRL.

l a second time When loading and saving programs, press CTRL-2 while the loading or savmer is taking place. The computer will then bleep at you when the cassette operation has finished. So if you're making a cup of tea while waiting for Zaxxon

to load, you'll know to take the tea bag out of the cup when you hear the bleep LINK-UP FOR 64

Returning to Micronet for a moment. Richard Shepherd (no. not that one) from Nottinghamshire asks whether a Micronet link is available for the Commodore 64 The good news is that the Commodore database is currently being constructed, and the adaptor should be available towards the end of May Details from Micronet on 01-278

NINE LIVES

Finally this month, yet another Spectrum stuppet.

Paul Shippen reckons he's found a bug in jet Pac. It you get more than nine lives then a colon will be printed instead of a number ten. This he deduces is because a colon comes after 9 m the Spectrum's character set You're probably right, Paul, but I've

only managed to score 41,000 so far I'm too busy reading all your letters to sit at home playing games all day.

See you next time. Don't ferget to write or phone if you have any problems with the programs from C&VG. Alternatively, drop me a mailbox on Micronet to 012 786 556.

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250 60 SUB 9300 250 60 FO 2200 260 60 FO 2200 260 60 SUB 9110 PRINT AT 20.56 2600 60 SUB 9110 PRINT AT 20.56 N PI "A WONDFOUS LIVE!" LET 4 PF+ PN (FS+F!) - CODE "G LET 4 25 SUB 9000 SO SUB 9110 P

= 50 G SUB 9000 GO 3UB 9110 P ETUPN 2300 GO SUB 9110 PRINT AT 20.1, "A CITCLE OF POME": " LET 4=50 GO SUB 9110 LET EP 1P+FN (140)+(14FN 7:3) PETUP

2500 IF NOT P (URL as: THEN RETUR

AND AT MOT FURL SE THEN RETUR

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T PI 3230 GO 5UB 7000 3240 RETURN 4000 PEM Monster Belaction 4005 GO 5UB 9300 4010 LET cf=1 LET Bh=INT

LET mn = INT | PND+1

IF STANOT PI THEN LET STENO IF IT INOT PI THEN LET IT =NO

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SORO MEXT.

SOTO SUB 9300 SO SUB 9100 P

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5000 IF rith THEN LET CP=0 LET CS=CS-10 GO TO 6145 5100 LET CP=0 IF P\$="P" THEN LE 8100 LET (P=0 IF ps="p" THEN T (P=st/40 8110 IF "it>st AND it>S AND RN .1) OR RND .05 THEN GO TO 6580 6120 LET st=st-1. LET th=.4-1. AND g(INT PI)+(st/100-.2) LE T0 6500 --PMF

f=RND 6130 IF st(1 THEN 80 TO 8900 6140 IF rth THEN 80 3UB 9100 RINT 91 13,20, Missed: LET 8 GO SUB 9006 GO TO 807 6148 LET dm=INT (FND+201+1st/) ed TO Se: -- RINT (RND-20:4) 00 PRINT NT 13,20 A hit 0 SUB-3000 RRINT AF 14.5 0 SUB-300 GO SUB-0 SUB-300 FROM A 14.5 d=5 GC SUB 13,20, A hit... RINT AT 14,20 INT GO 5UB 9000 GO ā SÜ cs: 'Shou

1530 PRINT 15.20 - 928.

TET 19219-48 FT 10 1782
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TES TIPE 19-48 FT 10 1782
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SAT 16.20 TO 550. 0,0% 458898 F to 1 THEN L GO TO 8500

NEXT

A SUMP SHAPP STATE OF THE STATE

TO IF SCREENS (a,b)=" TO IF SCREENS (a,b)=" TO IF SCREENS (a,b)=" TO IF N (20)=53N PI FN r (20) (ft+ft/ft 8 4000 PRINT AT a,b, M AT a1,b1

0 300 TO TO THE T

9031 IF FN ((8) =2 THEN 9031 IF FN (8) =2 THEN 9035 RRINT INK 5 12

3040 NEXT x 8050 FOR y=9 TO 91 STEP 3051 IF FN r(8) =2 THEN PRINT AT 60 TO 8686

PRINT INN 0 m: 5, NEXT y NEXT Z FOR (=1 TO FN r(S) PRINT AT FN r(18)+1,FN

8080 8080 8100 RETURN 100 PRINT INK B. AT

3110 2 TO 17 AT 1,18 INK 6,9

3130 PPINT 3140 RETURN 3510 CLS 1,14 RRINT AT

11 2, The ri slain, hero in" abetian nero in" wetsent seemen Thou district die by Seemen Park Thou district die by Seemen 15 b =8 8610

1+1-1f 8620 T

8668 9000 FOR 1=56N PI TO 4 NEXT 1 IDN 9100 FOR n=13 TO 18 PRINT NEXT RETURN

9110 PRINT AT 20,1 AT

9300 FOR 1=35N PI TO UAL RINT AT 1,20, NEXT 9310 PRINT AT SGN PI 20, ns INT PI, 20, "Strengt

9330 PRINT AT 4 9340 PRINT AT 5 9340 PRINT AT 4,20 9340 PRINT AT 5,20 9350 IF PISGN PI: THEN PRINT AT 8,20 "1. Stre 9350 IF p(2) Strength" The Ci "2. Inte(!" 9370 IF F(INT PI) THEN P 8,20 3. Protect 9330 OUER 1 RRINT FLASH 11,4T 6,23; 9390 PRINT FLASH q(2: AT Protect THEN PRINT PRINT PLASH QUEEN

9400 PPINT FLASH 9.INT RI), AT B 23." OVER 0 9410 IF NOT C! THEN GO TO 9500 9420 PRINT AT 10.20 mg 9420 PPINT AT 11.20, st." '.t

NT AT 10.20, "Turn "Skill ",xp, AT 9,1 PETURN . PRINT AT 11.2 9500 PRINT AT T 11,20, Urn th A 9,20, "Flo

9800 C.S. PRINT AT 11,2, The To Wer is behind you "" and thy prai Ses shall be sung" "once the rol k hear how you slew" the Sorcer 9718 DATA "Orc",1,3," "",10,0 9888 cls

k hear how you siew or if you did not or if you did not or seed to see the seed of the see 5,120,15,6 10,0 2,4,1 2,5, p 5205

Dragon 5.5. 5 .40.20 Balrog 8.5. 5 .50.50 Troll 1.3 .5 .50.50 Coblin 1.2 .5 .50 Nerith 6.5 1 .80.70

BY BARRY OF LORE

Monopoly is still one of the best selling board games around - and it has proved to be a winner when converted to a computer game too.

Micropoly is based on that well known board game and includes all the features you'd expect to find in the real thing. When you start the game, you must enter the number of players. The computer handles the banker's job and knows how much money each player holds, how much property each player owns, the moving of counters, rents, houses.

hotels, jail routines. Chance and Community Chest etc. All this leaves each player free to worry about when to buy and sell or when to build the next hotel on Maytair. Are you curning enough to become a millionaire? The challenge awarts

Special notes:

When entering an order, it is only necessary to type in what you require There is no need to type in CR, ENTER etc. For example Al= Angel Islington, 500=£500 KX-Kings Cross WW=Water Works, and so on All properties are reterred to by their initial letters

When properties are auctioned, the computer will only accept bids greater than 50 percent of the original purchase

When buying or selling property houses or hotels for properties, three options are available Y/N - puts house on a single property it confirmed as Y. A - accepts house on single property with option of another S - puts houses on all properties in set.

Players are distinguished by colour 1=blue, 2=red 3-magenta, 4-green.

The computer will not allow houses or hotels to be built on properties unless a complete set is owned by one player and none of the properties is mortgaged, just as in the board





HEN GO



IF b=0 THEN LET b=0 LET CHEILL 9=PBS 18.3 BEEP .32.20 GJ 308 300 PRINT AT THE TOTAL OF THE T NEXT 1 ET BS=BS+RS PRINT PAPER 4. INK. MONOPCL: AT 9 0+ PAPER 5 AT 11 04 DIM B(18.7) DIM 8/4: DIM 6/4 1010 FEEL 11 10 40
1020 FEEL 11 10 10
1020 FEEL 11 10
1020 FEEL 1270 bblut 41 19 1-5 SMTER NUM 1930 PRINT AT 11 L-3 OF INKE' 5=" "HEN 30 TO 153 LET CHICODE I PEEP .005,25 NXETE 1545 IF 242 OR 2 4 THEN GO TO 15 1850 GO 508 5500

F3D 1 = 2 TO 1 F3D 5 = 2 TO 2 F3D 5 = 2 TO 3 TE 1:1:1 TO 3HEN LET 8 = 3:1 TE 1:1:1 TEN GO TO 1500 1 TE 1:1:1 THEN GO TO 1500 1 TE 1:1 THEN GO TO 1500 1 THEN GO 15555992 15555992 60 1700 - 10 day Anu - 1700 - 170 1584 GAME ORDER 5 PT 10.0-1 NEA NUMBER 15 EN NUMBER 15 1585 DETITOT ENT FLASH 1. PRESE 1587 PT 11.0-43 FLASH 1. PRESE 1588 PT 11.0-43 FLASH 1. PRESE 1589 PT 11.0-43 FLASH 1. PRESE S. INF 2012 LET (=0 2015 FOR :=1 TO 5 GD SU2 500 EXT : 2017 JF 9=5 THEN LET (=t-1 LET (=1 LET 19) =0

ET 1191 = 0

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PRINT AT ENT AT 18,0+4.

5 60 508 900 16 55:11 10 2110 17 25:27 17 2110 17 2110 THEN GO SUB 5000 TOO TO 218 2" THEN GO SUB 5500 2110 TF 850 0 THEN 30 SUB 7000 SUB 2" THEN GO SUB 6500

ET 6=1 2640 NEXT 1 2650 SETURN

2700 LET 6=0 LET 0=0 0,10 LET #,1' LET X=0 0 11 IF 0 100 THEN LET 0=0-100 2700 IF 978 974 LET X38 1 LET 2710 TO 2710 GD TO 2710 2730 TE 4:100 THEN LET GD TO 2730 2730 TE 4:120 THEN LET GD TO 2730 2740 TE V:2 OR W:2 OF > d = 6 - 100 00 10 = 20 2730 IF x 120 THEN LET x=x-100 20 TO 2750 2740 IF x 2 OR w 32 OF x 2 THEN ET x=1 2750 RETUEN 3000 FRINT RT 11,0+4 DO 70U UF T T 0 VIE OR WIR OF X E THEN L

DO YOU WAN 3010 PRINT PT 12.0+5 BJ, IT // N2 3020 G SUB 5000 3020 F 35 ," THEN GO TO 3500 3020 FF 36 ," THEN GO TO 3500 3020 FF 36 ," THEN GO TO 3500 3020 FF 31 , LET 100 GO 508 800 LET 819 11 = 2 - 19 - 100 , 3030 FF 31 30 P = 28 FF NEW LET 8 F 11 = 2 - 19 + 100 , SUB 4000 3037 GO SUB 1000 GO SUB 4000 3030 FG 310 FF 30 GO SUB 4000 RENT CUED 3210 RRINT AT 11 0+4 PLAYER .7 3215 IF a=3 THEN GO TO 3250 3220 LET 5=8P,2: LET C=50b,8 3222 IF s=1 AND b=2 THEN LET C=6 3224 FPINT AT 12 0+4 ft c 3236 LET ma-f LET (3) = 0 LET (19) = 00 3UB 810 LET M (5) = m (19) = 40 0 T 2100 3250 LET b=4 IF S=1 THEN LET b=

3258 LET b=4 IF \$=1 17EN LE. 0=1 10 3258 LET x (0:ab+r LET .9.=7 3258 LET x (0:ab+r LET .9.=7 3260 LET sq-b+n G0 5U8 810 LET 31(19) sp(X,9))+1(0, G) TO 212 0 SUB 200 SUB

35831 GO 5UB 5000 LET C=CODE 85 LET C=C-48 35832 IF C=0 THEN GO TO 2100 3583 IF C 1 OR C 2 OR 5 CC=9 THE N GO TO 3581 LET C=2-48
3582 FF C=0 THEN GO TO 2100
3583 FF C 1 OR C 2 OF S:3:=9 THE
N GO TO 3521
3584 LET E=0
3584 LET E=0
3585 PRINT GT 10 C+4 PAPER C, I
NK 7:BIO PLAFER ; C
3583 PRINT GT 10 C+4 PAPER C, I
3883 PRINT GT 10 C+4 PAPER C, II

4 "AHOUNT H! 10,0+15,0,4T 11,0+ 3590 80 5UB 100 PRINT AT 12.0+4 ""AFFEED ("N" 3500 80 5UB 5000 IF bs '/ THE N GO TO 3500

3501 LET beaup 2: LET pep(b.1) 4410 LET B=+50 LET (=0 GO SUS 3602 IF * 15/2 THEN GO TO 3605 LET b=m!e)+. 3606 IF b'0 THEN GO TO 3610 LET a(a,1)=2+e+100 2001 IN INKE/\$() - THEN GO TO 50 4420 LET c=1 LET :=1 810 5002 LET 85 INKE S EN GO TO 5010 5003 LET 8 + 1 IF TO 5002 5004 LET 8 + 1 IF 5005 LET 8 - 1 LET 0 5005 LET 8 - 1 LET 0 2 IF a=13 OR a=29 THEN LET =3+e+100 3 IF e=4 THEN GO 5U8 810 3512 IF 3515 3515 3516 3520 4000 25 0 GO TO 352: T h (E) = h (E' -THEN 30 5US 810 IF eay THEN GO 305 910 90 1700 GO TO 3650 LET M(e)=m(e!--80 308 4000 GO TO 2100 FOR 1=1 TO 40 THEN LET 313 (1.1'-500 GO TO 4010 NEXT 1 IF 4 1120 THEN GO LET CRC+1 IF ('7 9 THEN LET Q=PIC: INK 5003 5010 5020 5030 IF s(c). 9 THEN LET q=p(c) C GO 3UB 450 GO 3UB 390 GO TO 5002 BEEP ,005,25 LET %=CODE as IF 1,98 THEN LET K=K-32 LET as=CHPS , LET K=0 DET HON LET 9=1 LET h=1 FOR 1=1 TO 18 LET C(1)=1 LET (NEAT) FOR 1=1 TO 18 LET 0=1NT (18+RNI LET 0=1NT (18+RNI LET 0=2NT (18+RNI 5500 5500 5501 5502 5503 5510 5520 5530 LET distas 1=1 TO 18 b=INT (18+RND)+1 C=INT (18+RND)+1 5540 Cillecth) 5950 LET 9560 C(b) =8 8 =d (1) LET dialed(e) 5550 NEXT : PETURN 5000 PETUT 17 8,044, 500 PETUT 17 8,044, 500 PETUT 17 9,044, 500 PETUT 18,044, 500 dich = a EU FRORES COS THE LET also 1:38:X,1 THEN G IF e=0 THEN GO 5 30 SUB 2700 5035 TO IF e=1 THEN SO TO GADO SOLA LET SET OF SEASON OF SE 4101 LET 5=100+INT 8:15 1. 1001 LET v=8(15,1:-5 IF v=1 THEN L LET v=a(15,1:-b ET b=0 4102 LET c=120+INT LET v=a(25.4) ET c=2 18 (26,1, 100) IF 8 =1 THEN L 20,11-0 4103 LET G=100+INT LET 1=8:35.1 (8:36 1) /100) TF /=1 THEN L ET 640 4105 2F 8=0 THEN 80 TO 4115 4105 2F 8=0 THEN 80 TO 4115 LET : 4 (5 : 1) = 5 + 9 + 100 LET : 50 SE SE LET : X (3) = X LET : X (1) = X LET : 1 (1) = X L 20 LET a(a,1) =b+y+100 LET h=-LET f=e LET x(3) =x LET \14, GD_SUB 810 LET h:x(4)) =h(x(C:+(a=d) 4115 IF b=0 THEN GO TO 4125 4120 LET a:15,1)=a:15,1)+|p=a|+| bac) + bad: 4125 IF (=0 THEN GO TO 4135 4130 LET a.28,1) =a(26 1.4)c a.28,1)=a(25 1.+(C=4)+1 5514 5514 6518 b=7 8565 C=B)+(C=d) 4135 IF d=0 THEN GO TO 4150 4140 LST 8:05:1)=8:35;1)+(d 8:05.1) =a:36,1) +td=b)+t 4140 LST 9 108.1) = 3136,11 + (d=)
4150 RETURN
4200 PRINT AT 11,0+4 GS = LET Q=P LET P=11
4210 IF q'11 THEN GO 508 300 6566 6568 4210 IF q'11 THEN 90 508 300 90 TO 4225 4220 80 508 203 4225 LET 1'9 83 4230 LET 1'8 LET 1=3 80 TO 210 6595 PRINT AT 12,0+3."5=BUILD 5E 6596 P PPINT RT 13,0+3 "R≃RCCEPT &

(y) =s (y) -1

4330 4340 4402

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a(a,1) =a a,1)+1



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outlege codes a - 50-65 b - 51 00, c - 52.00 d = 53 00 a - 55.00 (Securios), F+514 00 (Securios)

0525 LET = me.1 00 SUB 6000 0 SUB 810 LET (=0 LET x(4) 6030 ET (=0 LET x(4) 16040 EE h(u) X (4) =E | B10 IF X (4) =7 THEN LET 9 (9) =9 LET h (9) =h (9) -4 GO TO 66 LET h (9) =h (9) +1 IF X (S) =1 THEN LET w=x (6) 9 (9) =9 19 TO 6650 6650 80 TO 5556 6559 6719 6719 6715 6729 6725

GO TO 6514 (C) ET (C) ET (C) 0 6700 6730 L 6734 I 6730 LET 6734 IF > 8 # x 161 6735 IF > × (7) =1 ŶĠÓ LET THEN LET 3=X LET 19514 THEN LET 3=X LET 5514 S514 PRINT AT 10 0+4 20 = 20 6736 8750 GO 5750 FOR 5750 GO (6) G0 T0 55 G0 5UB 900 VE FFF 55 FOF U=1 TO 1 G0 T0 B700 100 NEXT U

6300 INK 4 E=2 THEN LET d=32 LET C 6893 LET TF FE3 THEN LET de153 6310 e=4 THEN LET d=154 LET 0=32 6820 0=154 6830 IF € =5 THEN LET d =153 LET IF E=6 THEN LET d=154 LET

0840 IF 6=7 THEN LET d=160 0=160 INK 2 5850 IF a(11 THEN PRINT RT 1-a)+2+0,CHP\$ (,CHR\$ d G0 63 90 6360 IF a:21 THEN PRINT RT)*Z-2.0-2,CHR\$ c,CHR\$ d S 390 "GO 6870 IF ak31 THEN PRINT RT 2 (a-21) +2+0 CHR\$ c,CHR\$ d G0 T0 689

6930 GC SUB 2600 0 TD 6940 6935 GO SUB 2700 IF E O 1 THEN G IF €=1 THEN GO 6999 6940 PPINT AT 10.0+4; "TO PLAYER ... 6941 GO SUB 5000 LET (=CODE 0\$
LET C=C-48
5942 EF (<1 OR C)I OR S(C) =0 TH OR coz OR s(c) =9 THE 6943 IF C=y THEN GO TO 6999

e by ed 4 fAT

6945 LET e=c 6949 PRINT AT 10,0+14; c.RT 11,0+ AMOUN 6950 60 SUB 100 PRINT AT 12,0+4 5000 IF 854>"Y" THE

a (a,1) = b+e+100 LET m=x)=x LET x(4) = 60 SUB m(x(4) = n(x(4) = x(3) GO 5UB 4800

Separation of the separation o

200 X 1 51 =10 e - h 7078 LET X:60 =0 LET 0=5 7080 LET b=INT (10-1)/10)+1 7080 IF x(7))0 THEN GO TO 7160 7110 PRINT AT 10,0+4 "PRICE f" 7110 PRINT AT 10,0+4 "RCCEPT Y/N 7120 PRINT AT 11,0+4. RCCEPT Y/N

7122 PRINT AT 12,0+3,"S=SELL SET 7125 PRINT AT 13,0+3, 'A=ACCEPT & MORE" 130 GO SUB 5000 IF 55='A" THEN LET 7:51 =1 GO TO 7150 7155 IF 55="5" THEN 90 TO 7300

7340 x (*) =x (7 : +1 340 LET 350 IF

T x(7) =x(7)+1 x(7)=1 THEN LET a=v LET GO TO 7020 x(7)=2 THEN LET a=v LET GO TO 7020 x(7)=3 THEN LET a=v LET GO TO 7020 THEN THEN LET A=v LET THEN LET A=v 7355 355 IF 380 IF %=(6) '500 PF %=(6) G0 T0 7 7500 PRINT AT 8, 7510 G0 SU8 950 7550 IF (b)2 AND EN G0 T0 7700

7560 IF b=1 AND e=1 THEN GO TO 7 TO 7900 7570 7520 IF b=1 THEN GO T €=5(5,1) 2 7610 PRINT AT 10.0+4, "AMOUNT £'

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60 TO 7830
7300 INK 7 IF w)4 THEN INK 0
7350 ARK 7 IF w)4 THEN INK 0
7350 ARKINT AT 9,0+13, PAPER w, b\$
7360 INK 0. AFTURN
7300 PRINT AT 3,0+3, BEDER 1
7300 LET b=a(s,2): LET &=b(b,1)/
7300 LET b=a(s,2): LET &=b(b,1)/ 2 7935 LET &=E+INT (E/10) 7940 PRINT AT 10,0+4, AMOUNT £" 7950 PRINT AT 12,0+4, AMOUNT £" 7950 PRINT AT 12,0+ 4,"ACCERT Y/N" 7960 CD 508 5000 IF as:>"Y" THE N 80 TO 7999 7964 LET %=-E-LET %=0 GO 5UB 6 12.0+ IF as⇔"Y" THE GQ 3UB 8 10 10 7985 IF a=13 OR a=23 THEN LET 2.11 = 5+9+100 GC TO 7830 10 = 7830 GC SUB 1700 GC SUB 4000 7930 RETURN 3005 PRINT AT 15.c+10 F4.95H 3005 PRINT AT 15.c+10 CHANCE THEN LET at FLASH_1," AT 1 +16. g=g+1 IF g=17 THEN GO SSOO RESTORE 8500 90 TO 8200 3840 LET 8=4(h) PRINT AT 4,0+4, FLASH 1 "AT 5,0+4," CHEST 0.44. HT 5.044. CHEST AT 1 8110 LET han+1 IF n=17 THEN GO 8120 HESTORE 6600 8200 PON 1=1TO 8200 PON 1=1TO 8200 PON 181 S bs.(5 b.(6 0.220 NEXT) 8100 787 3860 60 5UB 5000 60 5UB 5000 60 5UB 5000 60 5UB 5000 60 5UB 500 60 5UB 50

8460 LET m=10. GO SUB 310

8470 NEXT k 8475 FOR W#1 TO 1800 NEXT W

(k) =B (k) -10

8480 GO TO 2100 8500 DATA "ADVANCE TO PH ."IF YOU RASS GO", "COLLECT 2200 ',1,12," HOUE TO HX", "F YOU PASS GO", "CO Sele DRTH DOCTORS FEGGETTAL

FIGGETTAL

FIGG T 210" 3640 D FOR w=1 TO 50 NEXT LET m=-n GO SUB 810 NEXT W FOR W#1 :0 50 NLA C LET m=-m GO SUB 310 GO TO 2100 LET x:11 =m LET x:2) =a INK y RRINT AT 8,0+3,1 23 PRINT ST 10,0+ 3828 60 SUB 988 8838 IF 85="8" 60 TO 3868 8848 IF THEN GO SUB 7000 GO TO 3860 \$040 IF \$5="9" THEN GO SUB 6900 \$0 TO 3860 \$350 IF \$5="0" THEN LET \$=1 GO \$08 7500 LET \$=0 GO TO 3860 \$355 IF \$5="0" THEN GO TO 3900 3858 GO TO 8800 \$360 LET bex(1) LET \$=x(2) GO TO 310 8900 IF (=0 THEN GO TO 8920 LET m (f) =m (f) +m (g) RESTORE 1900



8925 FOR 1=1 TO 28 8930 PERD 35,3,8,X LE 8932 IF 5)500 THEN LET 8234 LET k=INT (5/100) 8935 IF 5/100 THEN LET 60 TO 8935 b=a b=b-500 \$535 FF ,130 THEN LET b=b-100 GO TO 3935 GF ; GO AND k=y ThEN LET c= 260 SUB 640 BO S GRO L=y THEN LET c= 840 BO S GRO L=y THEN LET a (a 338 FF ; GO AND k=y THEN LET a (a 340 FF) GO TO 3945 GF ; GO S GRO LET A (b 30 FF) GO TO 3945 GF ; GO TO 3945 GF ;

6340 TF-180 DEPUN LET 18:11=2+f+
1025 NEXT.
9850 LET 19:39
9850 G SUB 9860. GO SUB 1000 G
9850 LET 19:32 THEN PERINT AT 162-P
10570 LET 18:32 THEN PERINT AT 162-P
10570 LET 18:32 THEN PERINT AT 162-P
10570 LET 18:32 THEN PERINT AT 163-P
10570 LET 18:3

PETOPN
PEM draw screen
RESTORE 9020
FOR 1=0 TO 167 PEAD
POKE USR "a"+1,8 NET 9010

NEXT 127 POKE USR "a"+1,8 N DATA 0,124,31,31,12 9020 DATA 0,124,31,31,127,127,12 7.51 9021 DATA 0,0,8,252.252,252,254, 108 9022 DATA 4,128,258 9023 CATA 128,145,155,159,156,14 65.241,65,249,9,9,1,25 9024 DATE 255,128,135,159,191,19 1,191,150 9025 DATA 233,5 9026 DATA 255,1,225,249,253,253, 255,128,140 158,191,12 9026 DATA 8,128,128 9027 DATA 9028 DATA 5,165,255 9029 DATA 240,240 9030 DATA 255,1,1,1,253 121,49,1 255,165,165,165,165,16 16,48,112,240 240,240.

9030 DATA 255,255 9031 DATA 9032 DATA 17,51,119.255,255,255, 0,0.0,1,2.31.127.24 9033 9034 9035 9036

04TA 04TA 15 DATA 13 EST 255 265 255 265 255 263 DATA 263 DAT 133 DATA 133 DATA 0,0,0,0,0,0,0,0,0 0,0,0,0,0,0,0,0 0,0,50,50,50,50 243,153,243,163 255,128,128,128,128,12 8,128,255 9040 DATA 1, 9500 LET 0=8 ,1,1,1,1,1,1,1

BORDER PAPER 7

9510 4520 9530 9532 9534 9536 FOR 1=0 TO 10 PRINT HT 0,1+2+0,"RS" FRINT HT 1+2+1,0 "TU" PRINT HT 1+2+1,0+20," PRINT HT 21:1+2+0 "TU NEXT 1 PRINT HT 1,0+16,"CD" PRINT HT 20.0"RI", HT 1 +2+1,0+20, T 9540 NE 9550 PR 9551 PR 16."EF"

BT 20.0+ 5,0,'EF",AT 6,0+20 15. "EF" 9552 PRINT 97 6,0, EP 9562 PRINT 97 1,0+10 9562 PRINT 97 10,0, 98 0 "93" 97 10,0, 98 9565 PAPER 7 INK 0 9565 PRINT 97 2,0+10 "68" 98" 10,0+2 PAPER 7 INK 0 PRINT AT 2,0+10 FX ,AT 2,0 +16, "UU" 9567 PRINT AT 10,5 "MX", AT 10,22 16,6; "EC" AT 19,0+10,"KX" AT 1,0+4, "CO", AT 20,0 11,0+4, "CO", AT 20,0 10,0+20, "CO", AT 20,0 LX", AT PRINT PRINT 9568 9578

9878 PRINT AT 1.0424, 100", AT 20,0 +6:"", AT 12,0428, "00", AT 20,0 9575 FAPER 0 INK 7 9588 PRINT AT 1,0420 "GJ", AT 20, 0420 "30", AT 16.0420 "TX", AT 20, 0412. TX"

0412. TX" 9555 PAPEP 2 INK 7 9565 PRINT AT 1,0-2, ST" AT 1,0-4 8675 PRINT 10-40; TS" AT 1,0-4 8675 PAPER 6 INK 0 9575 PAPER 10-418 PY 15", AT 1,0-4 9755 PAPER 2 INK 0 10 Apr - 60.014 "UP AT RE 7 APR - 60.014 "UP A 9888

HT 18,0,"PH" PRPER 4 INK 7 PRINT AT 2,0+20."RS",AT 4,0 "OS",AT 8,0+20,"BS PRPEP 1 INK 7 PRINT AT 14.0+20,"PL',AT 18

DRAU DRAU 9930 DARU -65,0 DARU 0,25 DARU 65,0 DARU 0,25 9504 PLOT 0.656,31 9936 DARU -25,0 DARU 0,25 DARU 25,0 DARU 0,25 95,0 DARU 0,25 95,0 PRIVE AT 5,0+8,"CHEST" 9480 PRIVE AT 16,0+11;"CHEST"

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E JOYSTICK IN LEFT HAND JOYSTICK PORT

752-1: D1F=1: PONE A32-4: PONE 600 0: MT=0; WY=85: L1=3: FLPD=35: LVFG=39: P1=7

2 FLTP=INT (9*RND (0)+4)

BO BRAPHICS 1+16: SETCOLOR 4.0.0: POSITION 5.8:7 #6; "RISING DAMP": POSITION 1.2:7 61"d1f=":D1F

R1 POSITION 1,13:7 #6; "select your level &": POSITION 5, 15: 7 #6; "press start" 33 1F PEEK (53279) =5 THEN SOUND 0, 180, 10. 7:D1F=DIF+1:PDS1T1BN 1,2:7 #6; "d1f=";D1F

:POS1710N 6,2:? #6;" ' 34 FOR 1=1 TO 200: NEXT [: SOUND 0.0.0.0: DIF>9 THEN DIF=1

35 1F PEEK (53279)=6 THEN SOUND 0, DIF *B, 1 0.8:FOR H=I TO 50: NEXT H: SOUND 0,0,0,0:5 90 BOTO B3

100 GRAPHICS 7+16:POKE 712, I20:POKE 708. 222: POKE 709,63: POKE 710,148: 1=PEEK (106)

24: POKE 54279. I: PMBAS=1*256 ITO GOSUB 2050: FOR D=PMBAS+384 TO PMBAS+

1023: POKE Q. 0: NEXT Q 135 POKE 704,0:POKE 705,78:POKE 706,58:P

OKE 707, 184: X=160: Y=8: Y1=93: X1=182: PDKE 559,46:PBKE 53277,3:WTF=10 136 POKE 53248, X:POKE 53249, X:POKE 5325, X:LVP3=2:FOR Q=0 TO 19:READ A:POKE PMBA

8+512+Y+Q. A: NEXT D 150 DATA 60, 126, 255, 60, 0, 102, 255, 102, 0,

0,0,129,255,126,0,129,255,126,0 160 FOR S=0 TO 19: READ A: POKE PMBAS+640+ Y+S. A: NEXT S

185 DATA 0,0,0,195,255,153,0,153,255,189 ,129,255,126,0,0,0,0,0,0,0

190 FOR T=0 TO 19: READ A: POKE PMRAS+7AR+ Y+T, A: NEXT T

210 DATA 6,6,6,6,0,0,0,0,6,66,126,0,0,0,129,255,126,0,129,255

220 FOR D=0 TO B:READ A:POKE PMBAS+896+Y

24 DATA 25, 25, 255, 255, 188, 60, 102, 66, 195





226 POKE 53251.X1: POKE 53259, 1: POKE PMBA S+384,1:PDKE 53260, 255: BDSUB 2030:PDKE 6 23. 39: BOSUB B90: BOSUB 1954

249 PRIKE 5327B, 0 250 A-STICK(0): SOUND 0,0,0,0: IF GR=1 THE

N 251: SOUND 2.0.0.0 251 IF ST=1 THEN 255 252 IF A=14 AND LVE=2 AND X1>170 AND X1<

182 THEN GOSUB 2600 255 IF A=7 THEN X1=X1+6:POKE 53251, X1: IF X1>=185 AND STRIG(0)=0 THEN GUSUB 298:X 1=100

256 IF X1>=185 THEN X1=185

257 IF PEEK (53263) <>0 THEN BOTO 2550 258 IF A=11 THEN X1-X1-6: POKE 53251, X1: I F X1<=62 AND STRIG(0)=0 THEN GOSLIN 304: Y 1=62

259 IF \$1<=62 THEN \$1=42

260 IF X1<=66 OR X1>=184 THEN 265 261 IF SP=1 AND LVE=2 AND X1>=174 THEN G DEFID ODG

262 IF GP=1 THEN GOTO 265 264 IF PEEK (53255) =1 THEN BOSUB 270

265 IF GR=1 THEN RETURN

267 UN O GOSUB 350,380:60TO 250

270 IF LVE<>LVP3 DR X1>(PI+5) DR X1<(PI-5) THEN RETURN

273 PDKE 707,15

274 COLOR 0: PLOT FLPO.LVFG: DRAWTO FLPO. (LVFG-16):FLPO=FLPO+30:PI=PI+30:FDR I=1 T D 5: SOUND 0, 1 . 50, 10, 8: NEXT I 275 GOSUB 1140:GP=1

276 1F PI>167 THEN LVFB=LVFB+23:PI=77:LV P3=LVP3-1:FLP0=35

277 SOUND 0,0,0,0:RETURN 280 COLOR 3:PLOY EC,39:DRAWTO EC,23:EC=E

C+1:SC=SC+10:SOUND 0,EC/2,10,B:FLC=FLC+1 : POKE 707, 184: GP=0: RETURN

29B LVE=LVE+1: IF LVE>2 THEN LVE=2: RETURN 299 FOR G=1 TO 23+MT:SOUND 0,75-Q,10,8:8 -USR (UP. PMBAS+895+Y1): Y1-Y1-1: NEXT Q: SOU

ND 0,0,0,0: RETURN 304 LVE=LVE-1: IF LVE<0 THEN LVE=0: RETURN 305 FOR Q=1 TO 23+MT: SOUND 0,40+Q,10.8/8

=USR (DOWN, PMBAS+B95+Y1): Y1=Y1+1: NEXT D: S DUND 0,0,0,0 306 IF LVE=0 AND QD=1 OR LVE=1 AND QD=2 THEN BOSTIR 1950

397 RETURN 350 X=X+DIF: IF X>=TAR DR X>=200 THEN X=T AR: GOSUB 1010: GOSUB B90: RETURN

360 PEKE 5324B, X: PEKE 53249, X: POKE 53250 . Y. RETURN 380 X=X-DIF: IF X<=TAR DR X<=50 THEN X=TA

R: GOSUB 1010: BOSUB B90: RETURN 390 POKE 53248, X: POKE 53249, X: POKE 53250 . XI RETURN

890 TAR=INT(150*RND(0)+50): IF TAR>X THEN D=1:GDTD 899

895 R=2 899 RETURN

1130 SDTO 1100

1010 BDR=INT(2*RND(0)+1): IF BDR=2 THEN Y M=Y+21:BOTO 1100 1012 SOUND 2,0,0,0: RETURN

1100 POKE 5327B, 0:POKE PMBAS+384+YM, 0:YM =YM+OIF:SOUND 2, YM, 10, 7:POKE PMBAS+384+Y M-DIF.0

1112 POKE 53252, X: POKE PMBAS+3B4+YM, 1: GR -1:GOSUB 250 1125 IF PEEK (53256) <>0 THEN GOSUB 1140:P

DKE 53278, 0: PBKE PMBAS+384+YM, 0: GR=0: SDU ND 2,0,0,0: RETURN 1126 IF YM>=WY+13 THEN POKE PMRAS+384+VM 0: GR=0: SOUND 2,0,0,0: GOSUB 1151: RETURN

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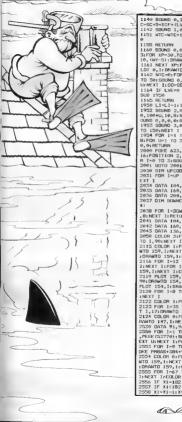
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1140 SOLUND 0,100,10,8:SOUND 1,255,10,8:S C=SC+5+DIF+(1,VE+5):SOUND 0.0.0.0

1142 SOUND 1,0,0,0; RETURN

1151 WTC=WTC+1:1F WTC=WTF THEN GOSUR 116

1155 RETURN

1135 RETURN 1146 SOUND 0,0,0,8:SOUND 1,35,0,8:COLOR 3:FOR XP-30-TO 159:PLOT XP,WY:ORAWTO XP-10, (WY-5):DRAWTO XP-30, (WY-10) 1161 NEXT XP:FOR I-WY TO WY-12 STEP -1:F

1162 NTC=0:FOR I=8 TO 0 STEP -1:FOR U=1 TO 50: SOUND 0, 0, 0, 1: SOUND 1,35, 0, 1: NEXT U: NEXT I: 00-00+1: IF RD=3 THEN 2000

1164 IF LVE=0 OR LVE=1 AND ODD=2 THEN GO SUB 1950 1165 RETURN

1950 LI=LI-1: IF LI=0 THEN 2000 1952 SDUND 2,0,0,0:FDR U=1 TD 200:SDUND 0,100+U,10,8:SOUND 3,155+U,10,7:NEXT U:S

0.00 0,0,0,0:GOSUB 29B 1953 SOUND 3,0,0,0:RESTORE 2530:FOR I=1

TO 150: NEXT I 1954 FOR 1=1 TO 5: READ SO: SOUND 3, 50, 10, B: FOR U=1 TO 39: NEXT U: NEXT 1: SOUND 3.0. 0.0: RETURN

2000 POKE 623,4:POKE 53277,0:GRAPHICS 1+ 16:POSITION 2,7:? #6; "you scored ":SC:FO R I=0 TO 3:SOUND I.O.O.O:NEXT 1

2030 DIM UPCODE\$ (21): UP=ADR (UPCODE\$) 2031 FOR I=UP TO UP+20: READ B: POKE I.B:N

FXT I 2034 DATA 104,104,133,204,104,133,203

2035 DATA 160,1,177,203,136,145,203 2036 DATA 200,200,192,11,208,245,96 2037 DIM DOWNCODE\$ (21): DOWN=ADR (DOWNCODE

2038 FOR I=DOWN TO DOWN+20: READ B: POKE I

B: NEXT I: RETURN 2041 DATA 104, 104, 133, 204, 104, 133, 203 2042 DATA 160, 10, 177, 203, 200, 145, 203

2043 DATA 136, 136, 192, 255, 208, 245, 96 2050 COLOR 3:FOR I=0 TO 5:PLOT 1.17:DRAW TO 1.90: NEXT 1 2115 COLOR 1: FOR I=86 TO 90: PLOT 0. I: ORA

WTO 159.1: NEXT I: FOR I=63 TO 66: PLOT 0.1 2 DRAWTO 159, 1: NEXT 1 2116 FOR I=12 TO 17: PLOT 0, 1: ORAWTO 159, I: NEXT I: FOR 1-40 TO 43: PLOT 0, I: DRAWTO

159. I:NEXT I:COLOR 2 2119 PLOT 159, 90: DRAWTO 159, 23: PLOT 154, 90: DRAWTO 154, 23: FOR I=90 TO 30 STEP -S: PLOT 154, I: DRAWTO 159, I: NEXT 1

2120 FOR I=8 TO 22:PLOT 1, 20: DRAWTD I,81 : NEXT 1 2122 COLOR 1: PLOY 5, 15: DRAWTO 5, 90 2123 FOR I=35 TO 125 STEP 30: COLOR 1: PLO T 1.17; DRAWTO 1.90; NEXT 1

2124 COLOR 0:FOR I=12 TO 17:PLOT 135,1:0 RAWTO 147, I: NEXT I: RETURN 2530 DATA 91,96,108,114,108 2550 FDR 1=1 TO 50:FOR 11:0 TO 3:POKE 712

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2555 FOR 1-67 TO B5:PLOT 6, I: ORAWTO 159, I: NEXT I: COLOR 2: BOSUB 2119

2556 IF X1=182 THEN 2564 2557 IF X1<182 THEN 2560 100

558 X1=X1-1:X=X-1:POKE 53248,X:POKE 532

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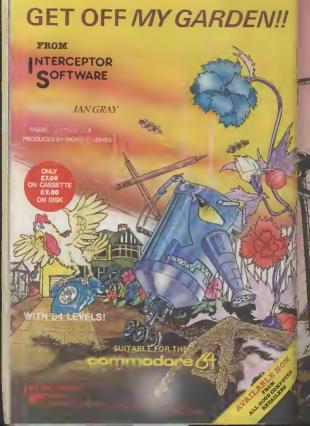
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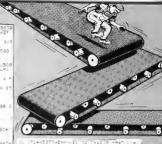
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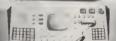
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Imprisoned for a crime yau did not commit, you are condemned to spend the rest of your life in a fortress from which no one has ever escaped . . . alive!

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Managing to get out at your call will be difficult enough – all the corridors and walkways are guarded by android guards. Laser beams scan the entire building, ready ta scytha through the legs of any escaping prisoner.

If you successfully dodge the guards, trip wires end lasers beams, yaa must blast a hale in the fortified enfrance and escape through the prison ground and over the perimeter fence into the surrounding forest.

The game has multiple levels. The longar yau play, the taugher the iron bars get and the guards become much

better shotsi

The game runs an any Ti and doesn't require the extended Basic cartridge.

"R190N"RUN"111 20 PRINT "YOU ARE CHAIRMAN OF THE": "EBCAPE COMMITTEE AT A MODERN' I "P. O. W. CAMP" 11 PRINT "SUIDE YOUR HEN DUT USING ": "DURSOR KEYE" SPINIT TO PRINT "HEAD FOR THE DOOR IN THE": "HOSPITAL BLOCK" "THERE HAS BEEN AN """ESCAPE TUNNEL, DUG THERE": I PPINT "CODGE THE GUNS AND HEAD FOR": "THE TREES & SAFETY ONCE "1" REYOND THE WALLS"111: 70 PRINT " By Charles A Shara.. 1983" 180 FOR D=1 TD 2000 NEXT D ESCH 10 MOs0 BOM: 18 0 DOL*24 40 CALL CLEAP CALL SCREEN(16) CALL CHAR(103, "IB:8:8:8FFFF18:8:8" CALL CHAR(104. "I87C7EFFFFE7C38")

BY CHARLES SHARPE

RUNS ON A TI-99/4A IN 32K

CALL CHAR(41, "0000001818")





NEXT 1 DALL HCHAR(5,12,120. CALL HCHAR (17.15,120) 10 CALL HCHAR (12, 27, 120) 0 CALL HDHAR14.20.40.3 CALL HCHAR (ROM. COL., 1121 1F 5-112 THEN 1840 00 CALL GCHAR(12.2,5T) 10 IF ST=112 THEN 1880 ELSE 880 BO FORM 1030 RANDOM1 ZE 900 X=INT (RND+6)+1 DN X BOSUB 1180,1340,1500, 1680, 1180, 1180 920 DALL KEYTO, F.B' 920 IF K=69 THEN 940 ELSE 950 740 ROW-ROW-741 CALL SCHAR(ROW, CO., SET) 942 IF GET>32 THEN 943 ELSE 1010 940 ROW=ROW+1 944 GOTO 1010 50 1F K-88 THEN 960 ELSE 970 60 ROW-ROW+1 61 CALL GCHAR (ROW, COL, GET) F BET>32 THEN 963 ELSE 1010 SOMESOW-1 70 1F h=68 THEN 980 ELSE 990 CDL=COL+: 181 CALL GCHAR(ROW, CDL. SET1 PEZ IF BET:32 THEN PET ELSE 1010 THE COL-COL-1

90 IF PHES THEN 1000 ELSE 1010

1000 CDL-CDL-3

1010 CALL HEH

1030 REM TIME COUNT

50 FOR 1=1 TO LENISYRSITIME 1) 760 DALL HCHAR123, 1+24, AST (SET# (STR# (YIME), 1, 1)1"

20 CALL COLOR(9, 10, 16, 20 CALL COLOR(10, 13, 11 40 CALL COLOR(12, 11, 11) TO CALL COLOR(11.6,11

O FOR C=1 TO 5 TO CALL VCHAR(9.C.104.71

0 CALL VCHAR (5.14.40, 151 400 CALL VCHAR(5,12,40,15" 410 CALL HCHAR(5,15,40,13) 420 CALL HCHAR(19,15,40,13) 420 CALL HCHAR(19,15,40,13)

440 CALL VCHAR(14,CO,40,5)

REM SET TIME T1ME=100 Reć 720 TIME*TIME-:

540 NEXT DC

50 CALL HCHAR(10, 21, 40)

560 CALL HCHARITO, 19,40; 570 FOR OP=12 TO 15 580 CALL VCHARIZ, OP. 40, 3;

590 CALL VCHAR(20,0P,40,3) 590 CALL VCHAR(20,0P,40,3) 500 NEXT DP

620 CALL VCHAR(2,P0,40,3' 530 CALL VCHAR(20,P0,40,3)

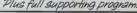
640 CALL HCHAR(8,19,103 550 CALL HCHAR(12,2,37,41 660 CALL VCHAR(14,25,32,3

310 FOR PO-TR TO 30

30 IF LENGSTREGTIME11=1 THEN 740 ELSE 750









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THIS ISSUE.

Falklands victor General Sir Jeremy Moore reviews the latest war games. 1984 giant test - 3 forthcoming British versus 3 American micros. Adventure X - a superb adventure game for you to type into your Spectrum. Amazing games for Dragon, BBC. Vic 20, Spectrum, Atari.

Spectrum graphics special - how to program great graphics into your micro.



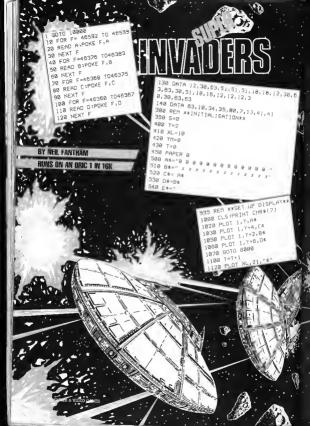
and it's always hip when it shoots.

If you want a magazine that's music to your micros then ours is more than just the score. When we test rigs we don't take prisoners and we've a 'no holds harred' approach to strategy and adventure.

After your first byte of BIG K the game will never be the same.

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SECOND ISSUE ON SALE 19th APRIL: 85p



C&VG always trias to bring you the classic Carte anyage of the to many sections are all anyage are a made games first. Unfortunately, we layen't up to new published a version of the prand fastly are unquiter games for the Oric 1—Space invaders.

We think we have more than justified the state of the published as compatible special.

the dillick was note in ore than pusting the long delay by waiting for something special to come elong and Neil Fantham's astounding version of the arcade game has been worth weiting for. We guarantee Super invaders will turn owners of other com

with envy.

Space invoders followe the theme of its

resummen religiously. Armice of multiforerunner religiously. Armiee of multi-coloured, laser-spitting aliens descend

toward the earth whose only defence is e single lasor cannon.

You have been given the task of manning the gun egainst the overwhelming power of ng nower of the warring eliens who attack in waves of over 30 ot a time. The more inva of the faster their comrad in an attempt to avenge the

The left and right cursor keya are used to move the laser base and the up arrow key is used to fire the missiles.

1125 REM **THE GAME** 1130 LS=KEYS 1140 IF LS="" THEN RETURN 1150 PLOT XL, 21, " " 1168 IF ASC(LS)=8 AND XL>1 THEN XL= XL-1 1180 IF ASC (L\$)=8 AND XL(31 THEN XL=XL+ 1190 PLOT XL, 21, ' \$" 1488 IF ASC(L\$) (>11 THEN RETURN 1415 ZAP 1420 FOR M=19 TO Y+6 STEP-1 1430 PLOT XL.M, ". " 1440 PLOT XL,M+1," " 1450 NEXT M 1460 PLOT XL, M+1, " " 1500 F=0 1510 Qs=Ds:R=6 1520 GOSLIB7000 1530 Ds=Qs 1540 IF F=1 THEN 1750 1550 PLOT XL, Y+5, '. ": PLOT XL, Y+5, " 1560 PLOT XL, Y+4, ". ": PLOT XL, Y+4, " . 1572 Q\$=C\$:R=4 1580 GOSLIB7000 1590 C\$=Q\$ 1600 IF F=1 THEN GOTO 1750 1618 PLOT XL, Y+3, ". ": PLOT XL, Y+3, " . 1620 PLOT XL, Y+2, ". " PLOT XL, Y+2, " " 1650 GOSLIB 2000 1660 Bs= Qs



1760 IF Gs= Es THEN Y=Y+2:PLOT81, Y-2, Es 7000 IF MID*(Q*,XL,1)=" " THEN RETURN 7818 Q\$=LEFT\$(Q\$, XL-1)+" "+M10\$(Q\$, XL+1) 7510 Qs=MID\$(Q\$,2)+LEFT\$(Q\$,1) 7560 PLDT XL, Y+R, "#" 7595 1FASC(LEFT\$(M\$,1))(32 THEN M\$=R1GHT 7595 PLOT0:2 ; CHR\$(3)+"Super Invaders HR\$(4)+" Score:"+M\$. COMPUTER & VIDEO GAMES 119

7512 RETURN 8818 IF T=180+INT(RND(1)*90) THEN Y=Y+2: T=2:PLOT 1,Y-2,E\$ 8020 A\$=MID\$(A\$,2)+LEFT\$(A\$,1) 8040 PLOT 2, Y, CHR\$(1)+A\$ 8860 Bs= MIDs(Bs,2)+LEFTs(Bs,1) 8878 PLOT 8, Y+2, CHR\$(4)+8\$ *8090 C\$=MID\$(C\$,2)+LEFT\$(C\$,1) 8100 PLOT 0, Y+4, CHR\$(2)+C\$ 8120 D\$=MID\$(D\$,2)+LEFT\$(O\$,1) 8110 GOSUB1100 8130 PLOT 8, Y+6, EHR\$(4)+D\$ 2140 GOSUB 1100 8150 IF YO 14 THEN GOTO 8500 8160 1F Y) 12 AND 85 () ES THEN 8500 8170 IF Y) 10 AND C& CE THEN 8508 8180 IF YOR AND OSCIES THEN 8500

8190 T=T+1 8200 GOTO8000 8490 REM **EARTH DESTROYED** 8508 PRINT THE ALIENS HAVE LANDED AND 8503 PLOT 11, 10, "G a m e O v e r" KEN OUER"

8584 SOUND 1,400,15:WAIT250:SOUND1,0,0 8999 REM **THE EARTH IS SAVED !** 9000 PRINT TOU HAVE SAVED THE WORLD : 9 9002 PLOT 0, 10, CHR\$(12)+*P r e p a r e for next army" 9005 FOR F=1 TO 10:ZAP:NEXT 9006 WAIT 40:GOT0400 9010 INPUT "Another game (Y/N) ??";2* 9030 IF 2\$="Y' THEN GOTO 390 9040 INK 0:PAPER 7:CLS:END 9999 REM****** 10000 CLS 10005 INK 7:PAPER 4 18888 PLOTS, 5, CHR\$(12)+CHR\$(85)+"BY NEIL 10010 PLOT 6, 10, "S U P E R 10020 PLOT 5,11," 1882] PLOT 1,13,"* Shoot down the aliens 10022 PLOT 1,14, ** get past the 'X', othe

Variables 25-Asks for another S=Score. MS=Displayed score Y=Vertical position of invaders XL Position of laser base A,B,C,D- User defined characters

A\$,B\$;C\$,D\$=Strings holding alien display L\$-Position of missiles M : Position of moving bullet

18823 PLOT 1,15,'* will be trouble for 10035 IF KEY& () ** THEN ZAP: WAIT 400: GOTO 10040 SHOOT: WAITSO

0070 GOTO 10035

rwise there *"

ment the arrival of work ORIC ATMOS, the fabulo vou four







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I loaded Hulk from Scott Adams' 788-80 development disk, and peused before I pressed ZNUE. Would this relatively small (18) text game seem pale and dated in comparison with some of the disk of the seem pale and dated and supplies all dancing recent Adventices?

The screen cleared. "I am Bruce Banner, hed hand and foot to e chair. Tell me what to do".

The old magic was back. What a rotten trick! I made various feeble attempts at escape, but I was soon obvious that I would never succeed—I to edde to be a super hero. So I thought a bit, tried a few things, and then, dramatically.

"Ouch! I scream!

"I am the incredible Hulk (m) now." A pity that we had to have the trademark in the text, but thet was the least of my worries I was free from my bonds and had a treasure to hand, plus a lew unbkely objects, but I couldn't get very far.

I was bapped made two locatoes and, as I an currently the only player and, as I an currently the only player and and are also considered that in the UK, there was only one person who could possibly help—The Chief Examerer So I range hum and he was sympethode. The choes are all them, Elly ou need to do not to read them; he assured me helpfully, and added for good measure "Curre heading un the right direction."

Great So I returned to re-read the

text with open eyes. I applied some logic and - key Prestol I broke out! I found myself in a field, near a large

I found myself in a field, near a large dome. I coon came across a sign saying "Leave germ here." I dropped mine and, obtaining my percentage acore, reckoned I had a lot of hard work shead of me.

Now I seemed to be going around in circles and couldn't escape to anywhere useful. Sometimes I met a nastyend at the mandibles of aben ante, and sometimes I wondered why I didn't.

Apart from a certain-death location, I could discover nothing new, despite digging around desperately for class.

digging around desperately for clues. Then sudden realisation hit mell had a theory and excitedly put if to the test. Wowl I was right — twice over! I had falten for a beaunfully implemented ploy designed to deceive an Adventurer too taded to use his eyes and brain!

Gradually the shape of the game became clearer — and I had to admire the lactics Scott had used to full the unwary into a state of complacency followed by lotal confusion!

Right now I've got a couple more gens to find before I complete the game, and they don't seem to prove the game, and they don't seem to be game, and they don't seem to be game can be solved, for Scott had left a served game on the disc, with the player surt about to drop the last treasure and way. I looked Well, wouldn't you? Anyway, as the saying goes — 'I saw no-







thing special." Scott had left everything

How did à compane? Short text messages and descriptions and not a large Adventure map, but I soon resheed that this was easier on the eye than watching a mass of scrolling text. Anything new was timmediately obvious, And the immediacy of the split stream display and machine codo speed added a dimension of drama and supponse.

The locations all have a use and together with the short text replies, serve to Concentrate the mind on the puzzle. Because of thet, a solution is demanded in almost a challenging way. The Halk Adventure comes with a

special issue of a Marvel come which leads up to the start point of the game, but is not necessary for its solution. Hulk is from Adventure International and will be released in the US and

Europe in May an the following versions: Craphices: Spectrum tape, Commodore 64 tape, Aran disc. Text. Aran tape, BBC tape, TRS-80 tape There is a possibility of 16k ZKBI text and Oric graphics versions later, and almost centantly a Dragon, version by

Kelth Campbell

the autumn.

This is an adventure game which is based on the idea that a mad and evil genus has planted atomic bombs in five of the world's principal cities. He then sends out a message to tell everyone about it just to cause as much pance as mossible.

You are brought in to try and figure out how to stop him. To aid you in your task, the media agree to not let out any information about the plan.

antormanon about the plan. However, you are on your own. You are playing against the clock and this makes a harder, as the clock mus even if you don't move So fly down to Manni and spend the nine days you have water-sking and the world goes boom and you haven't got any further!



video games with sections like the water-skung in which you have to steer your way round a course in real time Can you find the evil Count Stuppting?

And, if you find him, can you stop him from blowing up the world? Luckily, if the world does start to glow at night and most of the rest of it vaporizes then you can always re-boot the disk drive and

start noain Critical Mass is from Sirius Software and is for the Commodore 84. Atam 800 and 1200 and the Apple II. It costs £39.96

John Mollov

FANTASIA DIAMOND

Quest Adventure fans will be delighted to learn that Hewson have now launched Kim Topley's second game -Fartassa Diamond

Hewson told me that this came is an good as anything on the market so I thought I'd better take a look just to see whether it was true or not.

The family heirloom from which the game takes it name has been stolen and taken to the fortress across the nver. It's your job to get it back and also to rescue Borns the Masterspy impresoned on a previous bid to regain the diamond

The game features a split screen graphics and text system. The pretty pictures are certainly - but as good as the Hobbit? I'm sorry, Hewson, not by

l liked Fantusia Diamond — it struck just the right level of difficulty for me It is tough - but not so tough that I got the impression I would never solve it in a month of Sundays which was very ercomaging

A well thought out and well executed adventure — in the shops now at £7.95. Keith Campbell

THE CRIPT OF MEDICA The clock had just struck mudnight as I

reluctantly booted the drive of my 48k Apple. Then my problems started . . I awoke to find myself in a large

mausoleum with marble floors and a durfloor. The room was deathly silent. Before me lay an unist candle. There was no way out.

The object of the game is to use logic and curring to work your way through the maze and find the way out.

The program arrives in a book-sized box which contains a disc containing the program, a manual, various adverts, up sheets and a warranty card The manual, like all of Sir-Techs, was

well written and informative. Perhaps too much so in this case, as at the back there is a page headed DO NOT READ ANY FURTHER! THE FOLLOWING IN. FORMATION WILL REDUCE YOUR ENTOYMENT OF THE GAME

This is a bit like an adventure game in itself, as the whole thing is in a sort of code with all keywords numbered and scrambled and the sentences reading like #1 in the #7 with the #88 This is

not one of themi-It also helps the first time advanturer through the first three rooms giving them some idea what is going on and how to get on in adventures.

The ht-res displays are good and gave a perspective view of each room. However, to those who are used to certain sequences of rooms, the graphics can be turned off and this cun help speed your way.

So can turning off the sound, which consists of a tune when the adventurer completes each minor anal

Sometimes, this is accompanied by a

small cartoon on the text screen to build up the suspense.

An impressive sounding, though untested, feature of the game (due to lack of hardware) is that it will generate speech responses if a Mockingboard is fitted Luckely, this can also be switched off, for if my computer started to laura at me because I had died for the nth time, I may be tempted to take a hammer to it.

The came itself is a slightly more gruesome adventure as almost every room has something dead or undead in rt. Such is the stuff of which nightmares are made - it's not for the lainthearted. Remember, thus is a graphics adventure.

The Crypt Of Medea is a disk-based graphics, text and sound adventure for the Apple II, II+, IIE and III and is

produced by Sr-Tech of Ogdensburg. New York, the creators of the phenomenal Wizardry senes. Unfortunately, thus is not up to that standard, but, it is a very good graphics adventure

John Molloy

DESIGNO ROSE

Described as an educational adventure, jericho Road was written by a church munister It is set in biblical times, in the middle of the first century AD, in and around Bethlehem, Jerusalem and

The game has two levels of play numor and full I med the junior version first, in which the aim is to get to Jericho. Wandering around in the hot sun nearly sent me to sleep, as there seemed nothing to do, the only light relief being when I got stripped, beaten and robbed. Along came a priest (trot trot trot), a lawyer (trip trip trip), and of opurse - you've messed it?

Child's play, and I learnt little. But then, of course, this WAS the rimor version, and I'm sure children will enjoy the sound effects as these various visitors arrive and depart.

Not expecting much better, I tried the full game option - easy enough as it's all there in memory, and doesn't require a separate load.

This version was in the same setting but I was immediately impressed about how cleverly the full plot had been abridged in the version I had just finished. For the mission was quite different this time, end not nearly so

Thus I was lorged to type HELP on a number of occasions and, when there was help on offer, it came in the form of referring me to a chapter and verse in the Bible. This, I found, added a completely new dimension to the game, and suddenly made Bible reading quite interesting. Reading the text cave information wital to the game, both in terms of knowing what actions to take, and getting the answers right when asked mastene

The plot being mentincably tied up with the biblical narration relating to the scenario proved to be a winning formula as far as I was concerned. One thing to watch, though, is your typing, should you get frustrated. This dame doesn't understand bad language

Jericho Road is from Shards Software for 48k Spectrum, priced £5.75. John Molloy

Oppositive.

it's said that variety is the spice of life, and I'm inclined to scree. After adven turning in untold numbers of mazes to kill ferocaous beasts, I found it refreshing to open the file on Infocom's Deadline, a game of detection.

Inside the file was a large Inspector's casebook packed with information, from how to take ingerprints to making that all-important arrest, including a photograph of the position of the body,

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We would prefer a tape and fisting but can work from just a tape and will return if to you it if doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its themo. And any documentation like lists of variables or how cortain routines are working. would be of groat help to beginners. Please make sure that your name, address and the program name is on everything

Program name: Machine make ...

This torm will merely help us to keep a check on your game as it goes through our testing process and make suro we have all the intormation wo need to present il properly in the magazine.

Il you don't want to cut up the magazine, wo will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on

COMPUTER & VIDEO GAMES 127

Remember we pay £19 tor each listing published and you could win our Programmer of the Year Confest where we will try to turn the winner into a best-selling games author.

should run on:	Number of K needed to run it.		
Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:			
Author's Christian name:	Sur- .name		
Address:			
. Tel:	Date:		
Type of game: (It original please say so)			
Loading instructions:			
Game instructions: (It not included in the listing)			
	e use only —		
Date received: .	Evaluator's comments	- 1	
Acknowledgement sent:	Good enough to publish		
Name of evaluator	Needs some tidying up		
Date sent out:	Not worth publishing		
Date due back:		□	
Needs to be returned to author for alterations: Date sent:	Same game already published on this micro	omments	
sent:			

and statements made by the victim's family.

All this gave the impression of a straightforward case of suicide — but being an Adventurer I know that things are never that simple!

The action takes place in a large country house and its grounds. The country house and its grounds are the pride of a gardener who becomes undifferent if you go runary are country in the body was found in the tose beds, until he decides to show you, that is 'The body was found in the library, which appears to have only one entrance, and was locked from the made.

locked from the made.

To solve the myster, you have to deal with five people, not counting the lawyer, newshoy, or whoever side my happen to call in. Each character responds differently when questioned, so be careful. If someone five you are getting a little too close for comfort you could be the next victure End of the counting that the counting that

Deadline, true to its name, gives you just twelve hours to crack the case. Thining is all important, as characters going about their daily business unnecentionally uncover new evidence. It is vital you are on hand to receive their statements for, once given, they are not repeated.

repeated.

Like all stood detective stories, once started, this game is very hard to put down. Until, that is, you have found the perfect solution. For Deadline, unlike other adventure games, has many different endings. It's only on finding the perfect solution that you are given a summary of the came.

As with all Infocom adventures, the extent of the vocabulary is very impressive, and very rarely did my full-sentence commands get the response "I

don't understand that sentence'.

Deadline, for the Atari with a manmum of 32k comes from Infocom on two
discs, at £34.50. Expensive perhaps, but
worth every penny'

Paul Coppins

EL DIABLERO

The Dragon 32 now has a large selection of adventures available. Those from Dragon Data, I find, are among the best, and of these it put El Diablero at the top of the pile.

You wake up in the desert dazed, after having been taught sorcery by an old man Of those lessons you only have a vague memory, but you know you have to destroy the evil Dablero!

The vocabularly of the game is fairly large and useful. It uses the common work/hours system — TAKE FISH, GO NORTH etc. On your journey around, you will find such things as mystenous yellow water and large slabs of rock A magic word has you thinking for hours in search of a possible use for it in search of a possible use for it

To top it all, the game has the best twist in the tail that I have ever experienced. I can tell you — it left me breathless!

All this sounds great, and it is. El Diablero is written in machine code and has all the usual leatures of adventure gaznes. I recommend it to everyone—it is almost worth brying e Dragon just to be able to play at

be able to play 2!

El Diablero, from Dragon Data, for the Dragon 33, costs £7.96.

.95. Simon Marsh

SUSPENDED

Having tormented myself with the tortious paths of Zork, and the unlimited boundaries of Starcross, I thought I might try something a line less complex, so I turned to Infocom's Suspended.

Suspended, I should have known better, for this game was every bit as involved as the others from the Infocom stable. Sine-pended had one difference. The game has many skill levels, and if successful on one level, the player can move on to the next.

e next.

If all the available skill levels have

·REVIEWS



been completed (wishful thinking?) then the player can go on and create his own level.

This must be a first in computer adventuring, and I liked 2, for it means that as one's incoveledge of the game grows, its complexities can be increased. Suspended comes complete with a

Suspended comes complete with a colourful gaming board and pieces, plus, of course, comprehensive instructions and a diskette.

As the game starts, the player finds himself availous from a 500 year cryognar cleep, dumny which has mad was monitoring the start computer swetcher, and the monitoring the mast according to the planet's weather, food productions that the computers have been damaged, and the objective of the game is to repair them. As meanwhile, to take

over manually the tasks of the computers. Failure to do so means the game comes to a low and painful end.

To help acheve this manmoth task, you have control of six maintenance robots which are your eyes and ears. Each robot has its own personality and perception of its surroundings, so you may get fax totally different descriptions

of each area, and any objects you find.
Most Suspended players will, I feel,
adopt his or her favourite robot since
they are endowed with characteristics
that enable the player to associate with
them. I found I fevoured one called
"Poet" since most of his communication
was in verse.

Early on in the game the player will soon discover the need to use the game board for, with all six robots in play at a time, it can prove almost impossible to remember who is whore!

So there you have it — a game I greatly enjoyed, and one I would highly recommend. Suspended is from Infocom, and the Atari version which I played costs about \$37.

Paul Coppins

QUEST OF MERRAVID

Described on the cassette mlay as "An Adventurer's Adventure". The Quest of Merravid is for the Commodore 64, and is set in amongst mountains in a land called Thargon.

Your task is to retrieve the magical firestone of the dwarfs, guarded by a Dragon. First of all, you must gather together the one set of armour that has been scattered about the land of Thargon. Not exactly a shatempty original scenario, but I'll try anything once!

So I typed RUN, and found myself in Lower Blackwoods. The cassette nlay told me that to move I could type Go N for GO NORTH. Perfectly correct — but that was all I could type to move north. N and GO NORTH went unrecognised.

The problem is experienced Adventurers are not used to strictly applied non-standard abbreviations like this—it can easily cause them to suffer a nervous breakdown!

Moving on, I soon came across a bucket. Obviously I was going to find some water before long, so I typed GET BUCKET I got it OK, but to my distay, the screen cleared and said "OK — your next course of action".

I had now completely jost the details

of my location and exits. So I tried LOOK. "I see nothing special" appeared on a new screen.

Unable to beliave there was no way of redusplaying my location. I re-read the instructions, tried a few more words, and eventually decided the only way to find my whereabouts was to try moving until I got out, and then move back.

As every adventurer knows, moving blind can prove very dangerous. I was lucky. Or was 19

To see what I was carrying, I typed INVENTORY, TAKE INVENTORY, IN-

When I tried to climb a rope, I was told I could only camb up or down. And that was what I was told when I tried to climb up or down - except where I was meant to! A pity about these annoying leatures,

as the game had guite a nice sense of humour. The player also needs one And as for "Adventurer's Adventure" well you'd certainly need some expen-

ence to quess many of the commanda! The Quest of Merravid is for the Commodore 64 or Vic 20 from Martech,

Keith Campbell

KORTH TRILOGY

The Korth Truogy is a set of three science fiction books from Puffin, each with a computer tape enclosed. On each tape three games are to be found, and each game relates to a part of the appropriate book.

The games are not Adventures, rebeat NOT, adventure games, This rather upset me, as the packamno that comes with each implies the opposite. Instead, they are arcade/strategy games but are heng reviewed here because the packaging suggests otherwise

I falt that the books are amed at the eight to twelve year age group. Thus, if like me, you are out of thet category, the stones seem rather borne.

Each member of the trilogy is priced at £4.95 which is good value for money if you are in the appropriate age group and own either a 16k or 48k Spectrum. Of course, for the prace, one cannot expect the games to give Ultimate any sleepless nights, but as a package they are superb. So here is a mini-review of

The first, Escape from Askron is about three members of Interplanetary Patrol who go to Simus and find the eval Korth Empire at work. The best game on this tape is Prisoner, where you lead four men on a mission to free Louis and escape, avoiding the deadly robot mards. I found this quite like a Berserk game, but with more robots.

Besieged has only one game really worth playing and thet is called Alpha. The aim is to reach the control room of Alpha base and solve the problem of manary maths to re-program the Korth computer.

Alpha is in many ways a graphical adventure, but as there is no proper vocabulary, and only graphical monster-bashing, it is not worth much more than to say it is great fun.

The last book is Into the Empire and the last game on the tape with it is, in my opinion, the best in the trilogy. The game is called Empire, and is one of the oldest games evallable for micros. being a simulation of the Empire's economy. You have to control the destiny of thirty planets, quell revolts and





TAPETATE CONTROL OF

supply the empire's needs etc.

Overall, I feel that Puffin did really well with this trilogy. Although it is true thet the games are not the best in the world for the Spectrum, they are value for money. You may find the books worth a read too - but do not expect

Simon Marsh

DESTR CROSSE et another game from the growing Virgin catalogue. This attempt at Adventure is really rather technus and does not show the potential I feel Virgin

must have The game is set on the hixury liner Pacific I, and among the guests and passengers is H.R.H. King David. The problem is that the evil Mr. Sinister is out to kill him with a bomb!

The way to save H.R.H. is, say the instructions, to find the bomb, the room contaming the detonator, and to identify Mr. Simster

Well, reading the cover of the game led me to believe that within its tane an Adventure was to be found lurking, ready to treat me to hours of enjoyment. All I found was a very poor attempt at

an adventure game. My main criticism is thet the vocabulary is the worst I have ever come across in my ble!

For the Dragon 32 from Virgin, Death Crase costs £6.95

Simon Marsh

COMING NEXT MONTH Remember THAT ROOM De ethmaze 5000? Kelth Campbell has tracked down a reader who was seen crawling out of the Desthmaze - and lived to tell the tale! Learn all about the mysterious calculator room AND find out about the eate in Xenoe Adventure - only in the June issue of Computer & Video





John: "Yes with ZZOQN one of the buj problems was getting the graphic perspectives split, for coample the line on the road gave a reference point but to acknow real 3D and animation and also ensure that all the objects increased in size realistically was a pain, for example the Extron missile splits toward you and increases in size at the same time, a big problem. Mind increases in size at the same time, a big problem, and increases in size at the same time, a big problem. All increases in size at the same time, a big not some size of the company of the problems."

lan: "An, with so many senses I had to put some way of compressing enveryings or I designed the senses two screens wide then by experimenting with some box screens wide then by experimenting with one to the sense when to just a few bytes of memory, but you're injust getting everything into what, in these days, is a fight getting everything into what, in these days, is a problems in amount of memory caused big problems in the sense of the senses o

John: "You're right that was a big headache with Stonkers, by the





time I'd written the raw data I'd used up 21K so bang goes half your memory . . . so it's thinking cap time . . . remember we got together on that one."

lan: "I'm not likely to forget ... but we cracked it in the end."

John: "Right, but then I had the problem of making Stonkers not





playing around with techniques, before I wrote Zip Zip used to experiment just for fun, but when it comes to producing a commenter just and the producing a commenter just for fun, but when it comes in the morning and the next thing you know it is four oloick the following morning and you suddenly realise why your body ches and your yess feel as I someone has thrown a hand full of sand into them. The worst thing is entering all the data.

John: "But it's worth it in the end, the best bit I find is when you we frished writing some code and it doesn't crash and you can see it doesn't what it's supposed to do on the screen, it's like writing a book and directing a film and seeing everything come out right...



lan: "I find some of the coding tricks I come up with really exciting, it's the creative bit I like, mind you the best thing about writing a game is driving around in the BMW afterwards , . . the trouble is mine's been stuck in the garage ever since we got to grips with Bandesnatch."

John: "Yeh and it looks as if it's going to stay there for a few more weeks."

Jan: "Thanks mate . . ."

ir-Tack Software have econtly released the third Wizardry series Legacy of Liyigamyn which offers ingrevements over the original two scena This seamed like a good thin take a look at what, it is fill the down to other machines, co be the future of adventure

a high ogility and high luck, cannot be of good alignment. Once all these things have been decided for a group of six characters, you are almost ready to start

who is in a cost of the sound of the sound of the sound of the battles about the sould be seed of the battles about the sound of the battles of the sound of the battles of the sound of th

where the fun begins.
All this may sound like a lot of things to do before a game commences but the characters grow with the playing of the

characters grow with the allower of the grows. The add of bein, you have grown in the first power of the property of the second of the second

very interesting. It is a great it is a great in province to our D&D. All the spells are named and are cost by typing in the correct name of and are cost by typing in the correct name. An example from the two magic types are Dios in the priest spell book, which curres from one to eight points of damage or one of the party, and Kotino which is a mage spell which causes one group of monsters to fell to

steep. The screen switches over from the text The screen to the bi-res graphics screen and you are presented with information in various windows. In the top left corner of the screen is on images of what you can sen directly in front of you. It is displayed are 3 diline for drawing of the cornidor. The right have is a summary or and other commends, and beneath that

Wizardry is loosely based on the ome Dungeons and Dragons thich sweet into this country from merica. This also influenced the loser isc arcade game Dragon's Lain Wizerdry is written in Pascal and runs on an Apple but there is also a version of the first scenario for the IBM.

the first accorde for the IBM.

To ply this gome, a provate of charact.

To ply this gome, a provate of charact.

To ply this gome, a provate of charact.

To ply this gome, a provate the size of through the plant of the plant of the character. He are not to IBM own and the plant of the character. He are not to the more, and other more and the plant of the character. He are not to the plant of the plant of

not classes available for signer, new priest and mage.

The more exotic types feature bishops, sometric, lard or Ninja.

For example, a player with a good strength could be a fighter. The player bishops about the player bishops a choice over the character's bishops and proposed allowants month and sometiments. alignment good, evil or neutral — this is the character's authors on life. Some losses are not available to some align-tents. For example, a third who requires

in the castle and what they are used for The Advanturers fan is where you go to rest. When you rest at the lint, your hill points, which is how much domoge you can loke, are returned to full ofter the bottles in the dungeons.

the families.

Magic users and priests get more and stronger spells, Eighters get better of Eighting and till the monsters with more some and thieves get better at identifying and disomiting the traps on the chests.

The Temple of Cont is where to go to

The Tample of Cant is where to go to be 'put back on your test if you have met with small setbacks such as death or malitaing etc. The final option in the ate is to go to the edge of town. This is

there is a list of what spellic are 'up'; but probate let. At the bottom of the some times is on one which shows the conditions in the some state of the post of t

wai going on and stormed hismphosily also display also display to be my way totally, each of composite by doot.

When the party reach a door, they have to lack if down to get at what is beyond. These doors magically reform themselves at they have to built their way out as well. Eventually the party will









stumble across a graup of mansters and this is where the hacking and slaying

The display of the room gives way to a small picture of the monster you are up against. This gives you a clue as to how to kill it as certain monsters can be dealt with in certain ways

The party is given the options of what to do. The first three can light if they want but, if not they can also parry, use an item, cast a spell or run if the going looks bad — as can the rest of the * party. If the run aptian is chosen, the whole par-* `* * * × ¥

ly attempts to fiee * * the scene, not just `≠ × × *

×

× × * *

*

¥ ×

THE WIZARDRY TRILOGY

The Proving Grounds of the Mod Over-land is the first disk in the series and the catch is that you must have this disk to play the others in the series. This is the anly disk an which you can 'roll up'

characters.
The quest involves an ansulet stalen by a nasty character colled Werdina. The party have to find Werdina, who is somehere inside the ten level dungeon and, offer doing bottle with him, return the amulet to the costle.

The Knight of Diamonds is the second of the scenanos and is a sort of exten sion of the Proving Grounds. The artifact float has to be rescued in this case is the Staff of Gnilda. But along the way you have to find the armour belonging

¥ to the legendary Knight of Dia monds. It is a six level ¥ * * dungean and is for Characters from * * * * × * * ¥ 13th level up * * → wards

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the charac-for wha selected the op-

If they survive the battle, then they could camp to let the prest cure some of the damage to the porty, swop gold ar even examine ar identify magic items. As experience is gained, the party con make its way further into the dungeon — where the mansters get a lat mare aggressive and can do a lat mare damoge — until they get to the point where they have to camplete the quest an which they have been sent.

The Legacy of Llytgamyn is a different story. Far a start, the characters you have turned into superheroes during the time you have spent playing the first two scenarios die instantly upon entering this scenaria. However, all is not lost because you become the descendants of the characters from the earlier scenarios.

I'm atraid that this means your level 45 thieves are reduced to level one thieves again and you have to go back to Baltacs to buy new equipment but your ancestors have bequirathed tolents to you, such as highish requistes and high hit points.

The quest in this scienaria is to remave a mystical arb from the great Dragon L'kbreth. But L'kbreth has drawn together mighty magic from both good and avil to protect it.

I have not touched an Wizardry's addictive qualities. Because the characters grow as you play, you tend to want to try and 'break the next leval', This leads to the infamous just one more shart trip as xxx is only a few thausand points aff a level!. Having shawn it to the crew with whom I used to play D&D, they were so impressed that I couldn't get rid of them until 4 or 5 cm in the

iomingi This is the future of Adventure games where players can relate to characters and each character has its own history. If this was token into the realm of time sharing and separate groups caula play in the same dungean simultaneausly, then I far ane wautd nat leave my keyboard for months. As it is, Sir-Tach have got a lot to answer for in our house





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rate you won't even make a 'has been'. Rock 'n' Roll is the new Commodore 64 version at the famous Spectrum game, But times change and now it's even harder to succeed in 'Showhiz'

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NINE WAY CUT It was Uncle Eugene's buthday and all

the C&VC mob clubbed together and got him a cake - a really odd shaped cake, And that's where the arguments started. Everyone wanted a piece of cake with one star, one chocolate har one strawberry and two blobs of cream on it. No one would be satisfied with less. Uncle Eugene was getting really fed up with all the quarrels going on.

Can you divide this unusual cake into nine equal sized pieces so that each portion has: 1 Star, 1 Bar, 1 Strawberry, 2 Blobs of cream? The cutting must be



SEVENS UP

The solution to each pretty cryptic clue is an anagram of five consecutive letters taken from within the clue itself.

The one slight snag, which may hold not in any particular order, so just

reading upwards from the bottom both is already entered for you - can you ful in the rest?

AESOP

Short tales of animals that hop seawards. opsea = AESOP

Joints for unsoiled girders Imbrogho opposed due to illness. Durn soundly invaded new territory.



Upright situations for tosspots. Minor idealist of sculptural considera-

Monopoly played for hight rehef. From which we derive all kinds of By Timeshrinker

BY TREVOR TRURAN

PULLING THE WOOL.

Sluffy's gang, whose escapades were recorded in our March issue, have benefited little by being found out so easily and have again turned to big time

For their latest venture, they enlisted the help of their wives and headed for the South Downs for a spot of sheep stealma.

Each member of the gang played just one vital part in the master plant stealing the lorry; holding the torch; roping the sheep; loading the fleeces; lookout and

chearer One of the gang, posing as a camper, actually strolled up to e farm and asked if they could pluy in the lead to their

electric rezort When questioned later, they tried their usual ploy of mixing up truth with falsehood in the hope of confusing the police or the court. One of the men made two true statements, another told one he and one truth and the third told two bes. Each wife acted in the same manner as her husband - either told two truths, one of each, or two lies.

AMMER Basher loaded the lorry.

Dora sheared the sheep. BASHER Flona stole the lorry

Clogger was the lookout. CLOGGER: Edna stole the lorry.

Ammer was the lookout. DORA

Fiona loaded the lorry. Cloquer roped the sheep. Basher held the torch

FIONA: Edna did the shearmo. Ammer stole the lorry

Can you sort out the truth about who chd what and say who is married to

TREBLE CHANCE

It is at about this time of year when there is a sudden increase in moodiness All over the country long faces can be seen pensively sucking a pencil and looking as if hie has no further meaning. They all have a sense of loss but cannot quite place what is amiss

They can be seen aumlessly watch mg a black televation screen on Satur day afternoons.

The answer is simple - the football

16	30		26		14		25		11		19	8
	6			13		28		14		16		7
	20			20				13				6
25		30	23		28				17	В		5
20			15		13	30	23		5		29	4
		1		3				24				3
9		14	29			25					30	1
	23	16		26			21		18		18	1

season has ground to a close and there are no more pools company to be filled in. We can discount that Australian summer rubbish - such long distance gambling is like chucking a milk bottle into the Pacific in the hope of catching a har of gold!

It is at such times that there is an outbreak of unsightly graffiti on public walls - the urge to put a cross has to be worked out samehour

To that end, we have devised our own httle Treble Chance - it may save you appearing in court on a charge of misspelling Dyslexia Rules-KO? - and You may win a prize so fabilious that if makes a pools fortune seem mere pocket money.

All you have to do is put three (yes, three) X's in three squares of our

Well, nearly all - there is a bit more to it than that. The idea is to form a CLUSTER of numbers - that is, a group of numbers joined together horizontally or vertically. There are various small clusters lying about already, such as 30. 23 and 15 left of centre.

The idea is to use your crosses to link numbers together and form a bigger cluster Your crosses must all be in the same cluster and there must be no durty or

devious work at the crossroads - each cross must help to make links between numbers and not just sit there doing nothing The judge will be severe on artful dodcers. When you have made your choice,

find the TOTAL of all the numbers in votte one chester

To get your SCORE, divide your total by how many numbers there are in the

chaster. Thus, if you put your crosses straight

across the top edge at G8, 18 and K8. then your cluster would consist of 14, 28. 25, 14, 13, 11, 16 and 19

The TOTAL is 140 so the SCORE is 140 divided by 8 (8 numbers) which is yes you can use your computer, 175

The arm, naturally, is to get the highest score. To enter, simply bung your personal details onto a card or letter and give the reference of the three squares you wish to fill

Tell us what you make the total and. nice and clear please, your SCORE Decimals count, but not more than eight places! Send the whole thing in to Treble Chance, Computer and Video Games, Durrant House, 8 Herbal Hill Londond ECIR SEJ and you may be

Five lucky winners will get one of Milton Bradley's wonderful board. game adaptation of ton arcade games We've got our hands on five copies of MB's latest game based on arcude Gen-



BOOK REVIEW

Brainteasers For Basic Computers, by Gordon Lee Shiva Publishing Limited

ISBN 0 906812 36 4 Price £4.95

The idea behind this slim volume (124pp) is to offer 50 puzzles which can be solved by writing a fairly short computer program

As the author points out in his introduction, most computer books either offer a manual or a listing of games to be typed in, and they are usually machine specific.

In this book, the user is challenged in

write a program which will carry out the number crunching task posed by the pozzle

None of the puzzles is claimed to be particularly new or original and puzzle fans will recognise some as heing pretty old, such as Cannon Balls, Chuck-a-Luck and The Monkey and the Coconuts

What is new is that the middle, and largest, section of the book gives a program listing, in pretty basic Basic, which indicates one line of attack in achieving the desired result. Thus, by trying a puzzle or two and maybe not getting very far, a study of the listing will give the notice - either to puzzling, or to programming — an easy to follow outline which will be of use in tacking other puzzles.

There is a short solution section at the end, which is really there to confirm what your program should have found. The book is neatly laid out and there is a bonus for us all in that the lightness.

The book is nestly lad out and there is a bonus for us all in that the listings are printed properly instead of looking like a distant copy of a listing which has been used to wrap the fish and chips

The puzzles are of just the right type to promote an interest in programming. They do not demand too much mathematics, though a spot of funking about the range of possible answers may well lead you to write a better program which takes less time.

Just before the listing section is a page or two intended to be helpful about using different machines. This is probably the weakest part of the book. though it is clear that the author did not wast to be bogged down in a heap of alternatives and "do this on the XI, that on your Sharp and something else allocether on your Vic."

The section doesn't actually help make string handling clear and you will have to know what your machine demands.

mands.

For instance, in the first listing we get:
130 FOR M=1 TO S

140 FOR L=M+1 TO 6
140 IF C\$(M)=C\$(L) THEN GOTO 250.
It does not mean that C\$ is a DIMensoned array but the Mth member of the string is being compared to the lith. For

some machines at least, this would need to be in the form. 140 IF MID\$ (C\$,M,1)=MID\$ (C\$,L,1) THEN 290.

This is not mentioned in the help sec-

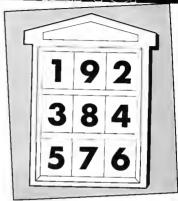
So, provided you can understand enough about programming your machine to make these small adjustments, the 30 puzzles, though they may not seem a lot for the cash, wall give you many hours at your machine which will require a lot more of you than hitming Z for left, X for right and SPACE to fire!

To give you a taste of a book I would warmly recommend as the intelligent person's alternative to sapping invadens, here is one problem, with which that issuing extract above is directly concerned.

The other Sunday, the hymn numbers on the board appeared as shown, it caught my eye because I saw that all the dagns were different. I then noticed that the second hymn number was twice the first, and the third was equal to the first two added together.

This made me wonder if there were any other 'sets' of numbers, all different, that could be formed into three, three-digit numbers with this property.

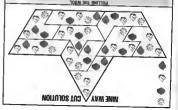
142 COMPUTER & VIDEO GAMES



SOLUTIONS

and Dors make one couple — they told the truth both times. Basher and Flone both lied each time. America and Edna told one its and one truth.

Ammer was the lookout. Basher held the torch. Clogger roped the sheep. Dots sheared the sheep. Edna stele the lorry. Flona loaded the lorry. Clogger





DIF MUNIMPY for the SPECTRUM 8-ZNSI.

Four party of inclinologists either the pyrimid in season of the munimes of the photologists either the pyrimid in season of the photologists of the photologists of the party of the photologists of the party of the

orsecutation A machine code game for those with nerves of steel and great occurage

A MISCHASE for the SPECTRUM

A MISCHASE for the SPECTRUM

A great machine bridge principle in which you must depth charge the submissions. Sourchs save, but you must be provide a provide provide and provide provide and provide provide provide and provide provide provide and provide provide and provide provide and provide provide provide and provide provide

WILL—I for the BBC B.

The very useful labely programs for the BBC B. Both tested on GS. 1 and above. Character Before press, yet a commontone and simple, way to one create all manner of least periods of least periods characters. Environment for first will entire be entirely the complexities of the complexities of the complexities of the Souths and Environments, so that you can profice exactly the souther by an User.

TANK ATTACK for the 88C-8

A machine code game for 1/2 players defending supplies against compute controlled lanks. This game will stilled your relievant to the limit at you bettle with the energy tanks. They won't be able to shoot back until they have supplies, but whose they do look cell! (Jaythocks regured.)

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One of the best selling games around from Imagine You can enter on the Sanctrum or Vic versions - but don't forget to tell us

ATIC ATAC

A oreal new graphic adventure style name from Uffirmale

DIAMONDS

English Software have high hopes for this mining game and are even offerion a diamond as a prize! For the Alari owner,

JET-PAC

The name that made Ultimate a lop name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic

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The best version of Bonkey Kong wo've seen for the Vic. From Aniron

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Sheer addiction for the Saectrum from the Bug Byte people

MINED OUT Quicksilva's highly rated game for the

Oragon 32

PLANETOID Acornsoft's bulliant version of Octender for the BBC. Al Acornsoft, Neil Raine holds the lop score of 408,000 - beat that!

SPLAT

Help Zippy survive in this extremely playable game from new games company Incentive Software

THE PYRAMID

The Pyramid has Fantasy's unique high score venification system built into the gamo Help Ziggy heal the nasites. On The Pyramid, please send your high scores direct to Fantasy at the address on the cassette inlay and NOT to C&VG. Fantasy have their own way to venty scores 1

3D DEFENDER

Malcolm Evans' name for New Generation Sollware which set new slandards for eraphics on the ZXB1

ZALAGA

Space age action from Ardvark for the BBC.

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1) D. Iles, Bridgewater, Somerset - 2.112.762 2) Andrew Milner, Hull, Humberside - 1.747.681

3) Fraser Watson, Sheffield South Yorks - 952 149 4) D. Szewczyk, Sheffield, South Yorks — 718,176

5) Robert Fairman, Thorplands, Northampton — 600 119

ATTC ATAC

1) Robert Bazely, Earls Common. Droitwich - 163 680 2) Andrew Grimshaw, Lantern. Manchester - 162,045 3) Ben Williams, Kidlington,

Oxon - 476 309 4) David Still, Pickard St. London - 137 280 5) Jonathan Southern, Leek, Staffs — 129.185

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1) A. Janota, Coventry, West Mids - 5.701 2) Joe Singleton, Williow Drive, London — 4.453 3) J. Marshall, Clifton Estate, Nottingham - 3.854 4) David Gordon. Lamballe Road, London - 3,149 5) Clive Gregory, Denbigh Road. Hounslow - 3.197

1) Lee Milne, Lancaster, Lancs 12.892, 750

2) John Thake, Ely, Cambridge 12,857,815 3) Alan Ball, St Helens. Merseyside — 8,930,385

 Jonathon Jones, Solihull, West Mids — 7.306.857 5) Elliot Potts, Herne Bay, Kent - 5.747.530

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 A. Procter, Leeds — 1,970,815 Stephen Lynch, Wallasey, Merseyside - 1,763,590

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Kent - 682 800 5) Peter Harrison, Exeter, Devon -593.550

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3) Joanne Thompson, Merseyside - 136 731 4) Scott Hamilton, Lanarkshire 136 616

5) Graham Phillip, Wiltshire -136 233

1) Malcolm Cooke, Romsey, Essex - 850.090 2) Ian Stuart, Forteath, Scotland -735.6203) Chris Waymark, Petts Wood,

Kent - 546,690 4) Sunjay Jain, Normanton, Derby - 286,000 5) Piyush Patel, Hornchurch, Essex - 250,140

Name Address

I scored Game If took me (approx.) Witness's name ...

(•T • M•O•N•T•H • N•F•)

"Attention humans everywhere This is Supreme Battroid Ser-20 talking at you. Hear this, you puny beings we have taken over the Computer and Video Games headquarters and won't be leaving until these people have told you the truth about robots

OK. Zac-5 Robots and androids! We're not just stuped slaves you know - or nasty, evil overbearing monsters either I quite like oil-painting when I'm not off rushing around the galaxy on missions like this But while I'm here. I'm going to do a lovely little ministure of your wonderful tower blocks, it won't take me long, so you'd better get cracking on this robot humaness!

Phew! Has he gone? Good, Look, it seems as if we're going to have to tell you all about robots next issue whether we like it or not. I've got this list of things I've been told must go in and actually it looks quite - sorry, VERY - interesting How about this. Build your own

EXCLUSIVE JOIN THE JET SET

So you've just got your copy of Jet Set Willy have you? Good isn't it? Well, did you know that Matthew Smith, the genius behind that top selling C&VG Golden Joystick Award winning game, Manic Miner, and the long awaited sequel, Jet Set Willy, has been working on a top secret project for Computer & Video Games magazine? You didn't, did you? Well, now all can be revealed We've persuaded Matthew

to write a special Miner Willy game just for C&VG readers! Matthew has delved into his imagination to bring you an exclusive, action-packed Miner Willy adventure. And all you have to do to get it is buy the June issue of C&VG.

cames written for us by the country's top games program-mers. Watch out for an exclusive PiMan game in July with

robot for a pocket money price! Yes. we've got our hands on some plans these centlemen brought with them for a little computer-controlled robot that will amaze all your friends! Watch out for the diary of a robot in the next assue of CAVG - better

than Coronation Street any day. What else is there then? Well, we might just he able to get hold of a real live robot to give away in yet another of our wonderful comnets. tions. And we're bound to be giving lots of other fun prizes away too! Just you wan and see.

There will be lots of robot-type games listings too, plus all your favourite regular features and pages of news and the reviews you know YOU can meet

We'll also be brunging you part two of Ouo Vades?, our brand new play-by-mail treasure hunt puzzle. You can win yourself a wonderful Coleco Adam macro-system

new computer comes complete with everything you need to get started in style - including a printer and disc-

dame Then we take another look at our new Games Software Top 30 brought to you by C&VG, the Daily Maror

and NOP Market Research This chart is the first and only truly independent top 30 chart -- so you'll be able to discover just who is really number one in the world of computer games. Beware of all other imita-

Don't forget, for the most up-todate chart news, watch out for the Daily Muzor's chart rundown every fortmoht

Look, I'm going to have to push off now. That urutable robot is on his way back, shouting about the office Pert He seems to think we've been

ill treating it by making it deal with the Seventh Empire... brand new from the US of A! This more great games to follow To my newsayent Please deliver during the summer

of Attention And Miles Willy does next in the June issue of Computer & Video Games - the magazine that brings you the best games action around?

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DEFUSION Time is revening out ... you are only

seconds from an explosive experience

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To further confuse you, you may only use each path once So take care you don't get trapped. In the direst emergency if is possible to make a new path, but that will take the one thing

WORMS What's skimy and nastly end lins alsed and you le knots?

You control the worm as it grows and grows, refentlessly filling the screen with its sugments. Take care to keep clear of your own fall, as contact means certain doorn

Only by exactly locating the Black Segments can you gloss your own path But watch out to: the Blueboilles You must gal one to

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Utilities One Vimos, chustman

Two things which make a micro ara hardware and software. Software is the part you can't see the program, recorded on tape or disk. Hardware is that part that you can see - the computer itself, diak drives, the cassetta recorder, a printer. Anything which you plug into your micro to add cartain facilities or functions is called a peripheral.

In February's C&VG we de-

cided that it was about time we looked at some of the hardware which might interest the games-

playing micro-owner. Since then, a lot more add ons have been released, so we've de-

cided to make Extra Bits a reqular feature You'll find all the latest hardware releases in these names every three months, just to prove that we know thera's more to

the hobby than software.

So if there's anything that you think deservas a mention and perhaps a review on these pagas, then drop me a line with some details

it you're already in with the communications revolution then you may be a member of Micronet, if so, write to me via Mailbox. My account number is 012 786 556

NOT THE ZX83

A lot has happened for the games player since February. One of the most interesting and closely watched jaunches was Sinclair's new nucro - the QL The initials stand for Quantum Lean which sounds like it should mean enormous but, in fact, means quite the reverse A quantum leap is the smallest possible

Maybe Clive doesn't mean it's a grant leap forward at all. Perhaps he thinks it's only a small step down from, say, an IBM PC which costs many times more. Indeed the free software which comes on microdrive carridge with the QL will soon be made available to IBM owners. at a cost of around £800

Although Nigel Searle, Smclam's Man. arring Director, said at the QL's launch that the machine was simed at small businesses and not at the games market, many software houses are realismo how good a machine the QL will be for withing games on.

It's very fast, it has 128k of RAM. enough to store a very large arcade game, and for adventure freaks, the 800k of space available on microdrives could bring some of the traditional adventures out from the massive mainframe computers and onto a home micto for the fast time

SPECTRUM INTO OF WILL GO Software house Joe the Lion is currently

working on a Spectrum emulator for the OL. This, we're promised, will allow you to load and run Spectrum games on your new Oi. The adaptor to handle the cassette

mout (the QL works only on microdrives) plus the software will cost around £25.

156 COMPUTER & VIDEO GAMES

Launched in February amidst great anticipation, the QL is still pretty scarce. Speaking at its launch, Nigel Searla said he was confident that the machine would, like the Spectrum and ZX81 before it, sell a million

If the amount of unfulfilled orders is anything to ga by then his hapes should be realised.



MONITOR YOUR SPECTRUM

Spectrum owners unhappy with the quality of the display which the machine produces on a normal television can now use a professional monitor but luxury comes at a price.

There are two ways of linking a Spectrum to a monitor. Microvitec, well known maker of display monitors and given much publicity on the BBC's Computer Programme, now has a monitor especially for the Spertrum

And if you think you may ever outgrow your trusty brile micro with rubber keyboard, then I'll also fr a QL It's a standard monitor in a black case to match Sinclau's fairly uninteresting colour scheme.

As well as having standard connections for a BBC and QL (which has normal RGB output to drive standard monstors), it is also the first to have the added curcuity inside to accept a con-



nection straight from the Spectrum's odge connector

Although a video signal is available from this connector, it is not in the correct form to be used by a monitor

and until now no-one has converted it. The Microvitec product in question is the 1431 and it costs £286, which is around £35 on top of the basic Reebonly model. This covers the extra chips and things to handle the Spectrum.

IT'S A MIRACLE

If £35 for a few chips sounds a little expensive to you, then you obviously haven't heard of the Muracle Systems MI3 interface

h's a fairly large black box which you plug into the back of the Spectrum. It then has a socket on the outside to allow a normal RGB monitor to connect to the machine in the same way as the BBC. In effect, this machine has the same circuit as the special Microvitee monitor but

fits on the Spectrum directly instead As an added extra, # also contains a sound amplifier. A volume knob on top

is provided to keep the neighbours happy and the box takes all its hower and signals from the edge connector. And so it should - at a cost of just over £70 It's better value to buy the Microvited monitor and put your ear closer to the machine Unless of course you already have a mozutor.

And talking of TVs, the new Sinclair flat screen TV is now available, but soll only through mail order. It costs £79 and is a true pocket television. You can run it from a mains adaptor or a special battery There's no connection for linking it to a computer, although such a faculty would be impractical anyway and rather difficult to read

RISING THERMALS

This new screen technology has still to be

used as the display for n computer. Until the

size of the screen can be increased, this will be

Until recently the only printer which would connect straight to a ZX81 or Spectrum without extra hardware was the official Sinclair electrostatic printer. Currently priced at £39, it's still pretty good as value goes Problem is that if doesn't go very far where print quality is concerned. The paper's also quite

expensive and is difficult to write on Without opting for the expense of a professional dot matrix or dassywheel printer, there is still a hanny medium to he found (Russell Grant take note) in thermal printers. These use special namer, but it's treated in a different way. It's a lot thinner, and you can write on it too Rolls of this thermal paper cost around £1 each and, because it's thin-

ner, you get a lot more on a roll There are two thermal models, distributed by Dean Electronics, Called the Alphacom 42 and 32, they cost £99.95 and £39.95 respectively.

The 32 will plug straight into a Spectrum or ZX81 and print the full graphics of the machine. As well as being easier to read than the output from Sinclair's device, it also prints faster.

The model 42 comes complete with an interface to link the printer to an Alari, Vic. 64, Dregon or BBC and prints all the graphics. Further interfaces can be plugged in and they cost £28 each. So if you've got a Beeb and a Dragon you can link them both to the printer for a total of under £125. The Commodore

The minus Miracles WS2000 modem costs £99 + VAT. Output is via an RS 232 Die socket at the bach and a lead will cannect it directly to n BBC B. Software is available for other micros ton.

You'll also need software to drive the modern. Micronet's own softwore will link you to their system, although to make full use of foreign and British bulletin boards you'll need same terminal software such as Termi, from Camputer Concepts.

version works with both the Vic and the 64, and even prints cursor control characters properly.

A couple more Commodore add-ons have arrived recently Protek has brought out an interface which will allow you to use any tape recorder with your Vic or 64 - you won't have to fork out for the overpriced Commodore verston. This box of tricks cost £9.95, and Protek is based in Edinburgh.

TRUE MAGIC?

Facing imminent launch from Commodore itself is Magic Voice, a speech synthesiser for the 64. It comes as a cartridge but has the expansion slot duplicated on the back, in true Sinclair style, so that you can also plug games

Some speech systems work on allophone systems. This splits the words up into syllables so that you can produce any word.

The Commodore unit only stores whole words, and can hold 235 of them. You can change this list of words if you can digitise your own voice. Commodare will be launching such a system in the summer, called Voicelab, which will COMPUTER & VIDEO GAMES 182



impractical.

let you do just this No price has been announced for this, but Magic Voice used foots 649.98

No doubt other software companies will produce games with built-in speech, but Commodore has started the ball rolling with "Wizard of Wor"

MICRONET HITS 64

Also due out soon for the 64 is a Micronet modern to allow you to hisk up to the Micronet service Launch date for the system is mid May, and until then they'll all be hard at work preparing the Commoders 64 database of news, reviews and software.

OISK OR MICRODRIVE?

Since the launch of the Byte Drive 500 trom 17L, you can now buy a time 52 since 16 miles 16

However there are a couple of problems with the device. A couple of people have told me that it stather difficult to use and that the commands are rather complicated — especially in machine code.

Slightly more serious is the almost total lack of software released on disk for the Spectrum. This makes the sysinterest you. A driving module is now available for the Spectrum, similar in function to the add-on for the ColecoVision. It's a steering wheel contraption which plags into the Spectrum to add

reality to those road race games. The device is produced by Spirit software which is based in London. I can't tell you anymore about the company as they don't have a phone number at the moment. But if we heat any more news about this product, then you'll be the first in know.

Also recently announced is an exercise buke complete with computer interface. storing whole words, it stores syllables which you can link together to produce absolutely any word in any language

anguage.

Although this is harder to program, it is far more versatile and well worth the extra effort. You won't need any software to run the package of sail on a ROM, so there're no tapes to load.

It does come with a cassette demo, though, complete with sample speech in foreign languages, including German, affects, And the Scotish one's pretty famny too.

Sweet Talker, from Cheetah, costs £29 75.



UEST NOTEN ALTERS

tem an ideal buy for a programmer. but not such a bargain for the games player — unless software companses will provide ways of backing up cassette games to disk which is very un bledly in view of recent events.

ORIVE WITH CLIVE

If exercise is the name of the game, then these two new Spectrum add-ons will

ABITS!

The idea seems to be that you use it like a joyatick. In your attempts to outrun a Pac-Man, the faster you pedal, the faster you move on screen. Sounds quite clever, really, but rather

turing After 20 screens of action, your legs'll probably feel a little worse for wear If you'd like to try your own hand

If you'd like to try your own hand (leg?), then details are from Micro Scope in Maidenhead.

HEARIHG VOICES AGAIN Latest in the line of speech synthesisers

to land on my desk is an offering from Cheetah, which comes as a little black box (don't they all) and sits on the user port at the back of a Spectrum Unlike the Commodore Magic Voice

Unlike the Commodore Magic Voice cartridge, this one uses a system of allophones. This means that instead of

ond each tape holds a minimum of 100k. The system is comparible with the BBC operating system, and uses less RAM than a normal 5.25 inch disk drive. Interfaces for other micros should follow later this year.

real dish drive for BBC owners. You don't need a DFS; the interface costs £26 and is supplied with the drive. The unit itself costs £99 + VAT

MORE MODEMS

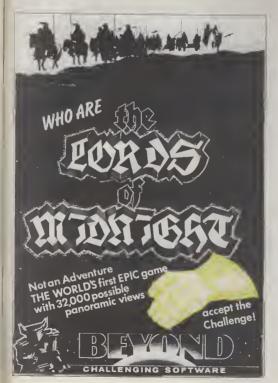
Latest news on the modem front is that

Minor Miracles has brought out its world standard modem. Although still awaiting approval from

Sittush Telecom, the company told me thes afternoon that, if the customer wants one, they'll be more than happy to supply if. And it a starting price of around £118. I'm not surprised But rest assured that the product is well worth the money.

It's beautifully made in real plastic, and features all the different band rate settings As well as allowing you to link up to Micronet, you can also that up the various 300 band bulletin board services which are run in this country.

And, if your phone bill can stand the passes you can try some of the foreign cases too. The modern will handle all the different rates, leaving you to worry how you've ever going to pay for all those international calls



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TWIN KINGDOM VALLEY

Eat your heart out Bilbo! So say the adverts for Twin Kingdom Valley, thus immediately inviting comparison with the Hobbu. Presumably the reference is to the lack of space for Hobbit graphics in the BBC micro. Be that as it may!

Now there are graphic adventures and text adventures and each type has its fans Personally, I find that the novelty of colour graphics, except where used as an integral part of an Adventure, soon wears off

Unfortunately, the graphic adventure usually lorces the player to watch the picture when the program calls for it, unlike the illustrated book, in which pictures, if any, can be perused at leastire. One up for Dan Dramond!

TXV offers the player four graphicscontrol opnons, one of which allows them to be swatched off altogether. This may appeal to those who can't stand the sight of trees with red bank Of course. the graphics are still there lurking in memory, where otherwise could be stored enhancements to the text and DYOUTER

TKV is set at a valley ruled by two kings who hase each other, an unlikely situation, if you think about it.

Your objective is to collect treasures The locations are mountains and valleys, caves, a desert, a moor and so on.

There is also an inn which sells what seems to be a very powerful beer! The plot and setting are, in combination, nothing special. The response is quick, and the game quite interesting to play, but death comes fairly frequently and in some cases, unavoidably

This is bresome, as TKV suffers the same dire user-hostility as BBC Hobbit - die and you face a reload! That is, unless you have a saved game on tape, when you can recover to your saved position and continue. Why do they write them like this 1 ask?

My advice for players of TKV is save a game as soon as you start, so as to always be able to get back in. Mind you — the data saving on this game is almost as long as the initial load time, so if you don't like tape waits - avoid TKV

HELLO HELLO

time, and you may n irom

et me tell you a bit al on. Paul Co

The game has a random element in the placement of objects but the randomness doesn't match up to that independence of character shown by Thonn, Gandalf and Co. There — I've said at Something good about Hobbst Eat your heart out, Bug-Byte. Twin Kingdom Valley is from Bug

Byte, for the BBC, Electron and Commodore 64, price £9 50.

MISSION OM

Not a spy sage, as one might think from the title, but another of those Spell, Damage, Strength, Armour Pherry, type Adventures

A formatted screen is used to denlay all the above characteristics on a points scale, with an adjacent box for inven-

Below these two boxes the location details are displayed, and then the screen is lined off, to show the conversation below

This display was crystal clear, and pleasing to the eye. I am not over keen on this type of game, but so far it held

After a short journey, a little apritycreature bounced down into view, and a warrang siren sounded. I was about to be attacked by an Om-ruyore.

This is where the energy, strength and spell points came into play. The Om-rayore's attributes were displayed m place of the inventory box, and the battle commenced.

A lot of what ensued was fairly randorn. Suffice to say I clubbed the lettle devil to death, and the cave now had the faint smell of Om-nivore droppings presumably he had been somewhat scared of me all along

The game has many interesting ideas, not a particularly easy vocabulary, and one annoying feature. Don't they (nearly) all?

The program takes ages to load, and then it is necessary to reverse the cassette, and read data in from the other

So I eventually got going. But on being attacked by a strong Stone-thingummy, another unfairly random fight ensued, and this time I lost. And as a punishment, to play again, I had to load in the data side of the tape Oh woe is me' Next time I played, I

was feeling rather nasty and, needing one of those impossible to-quess but well-known phrases. I typed and got the reply "I could use some of that for the roses". Sometimes you can forgive a game its

faults, can't you? But I was left wondermo why he didn't use what the Omnivore left behind!

Mission OM is for the Commodore 64 from Spectresoft, price £7 95.

HELPLINE

Cheating to unravel the secrels of an Ádventure is becoming more and more sombisticated — in lact, almost a science in steril

Pelei Hatrap from Doncaster has been digging deep into Hobbit, and come up with an Assembler grogs am for the Spectrum which, he says, with save every possible position onto tape.

The tape can then be toaded as though you had ectually reached any position. There are a couple of snags though — there's not enough toom to print it here, and the resultant recording will occupy 2 C-60 cassattes!

A piea now, tom Hywel Roberts, a legular C&VG reader from Llantairpwill. How to reach lhe house without getting shot by lhe gamekneper, and how to avoid getting stuck down a mlaeshelf without a wick in Feasibility Expen-

ment. Thanks to Anthony Griffiths of Llandudno, who sent in some step-by-step thrats on Golden Apple, with a very amusing commentary thom one who has obviously played Adventure before! He enabled me to pas on some useful information to Max Beite over in Bet-

gium, H. Machin of Sutterton, Lincs, keeps tailing into a pit in every direction in Tombs of Xeiops. He asks is there ANY way out?

An interesting discovery has been made by Andrew Oiltey of Godalming. He has been PEEKing at Pirale Advanture, and spied the message "POOF! THE GAME'S DESTROYED". Try as he might, he can't get this message to appear when playing the game. Unfor-

lunately, he doesn't mention which migra he was using at the time. Anyone else spotted this one?

Oarren Evens has sent in some usetul TRAAM hints, and in return asks how do you get the rod in Starcross's alien stup?

Eliol Wong is trying to squeeze through a nairow crack in Hemmets-mith, hopeful to catch Pegasus in Perseus and Andromeda. Can anyone help him?

The Castle trom Bug-Byte is bugging Wesley Kerr ot Glasgow. How Is it possible to de teat the waretwolf, what does the message in morse mean, and how does he gel out of the maze he's host in?

The Other, first quest to be completed in Veritaria, its giving many cases to concern. Not so for Joe Hon who wrote trom Amsterdam. He, like Carten Waller of Kidbrooke, has found Ditus, so his tips, printed agrate down etsewhere on these pages, should be mond ones!

He and Dairen are now languishing in the pits of Hell, trying to tind Orapnii. Can anyone help them? Or can you help Philip Mawson of Barnsley to lind darkness in Midgaid?

Meenwhile. Oatten has tound

another Habbit tunny. He water that if you attempt to use the maple door (when Therm is dead) or (Thorin not with you AND not been captured) — gol 1?? — you wall get:
Araw lift + ryetreckers, Oleke par Something drops from above and

stings, You are dead! "Nice, huh?"esks Oarren. "Is an Ayaw a new kind of monster?", hoping to be able to use it in a new adventure he is currently writing with the Oulitt

Brendan Politt from Stranaer writes in with help to: Andrew Kennedy and Grang Lee, who were stuck at Velnot's Latt waterfall. He can't get past it either, but (shhi), he solved the game!

Ranks To has teared its uply head again! Paul Entwisite is highly frustrated He can'l get past like stone gatgoyte EVEN THOUGH HE KNOWS HOW! How can he avoid talling down the pit so as to get the poisoned candida.

Those teaders who have I rised Snowball from Level 9 are writing in proclaiming it to be one of the best Adventures they have ever played. I agree, and also I hat the claim that the average Adventures should complete it in about beoweeks is way out!

As James Jennett of Widnes says:
"Oh well, 1.30 in the morning — the
alghi is still young?" It's going to be a
long haut, chaps . . . !

A new disease is springing up amongs! Adventurers, possibly incubated by the recent sudden increase in new releases.

This, according to Paut Badock of East Brinstead, is HAF, SHORT FOR Hutty Adventuring Frustration! And judging by my postbag, it's reaching epidemic proportions.

So it you are suffering from it, write to Keith Campbell's Adventure Helpline, Computer & Video Games, Durrant House, & Herbat Hill, London EC18, 5EJ, for a prescription.

it, on the other hand, you can help to retieve another's authoring, please send your cure along to the same address.

INSIDE THE

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To get to the solution's other by Of must enter the grantie meses, and then take the following chrecitotte: W.M.U.W.E

LORDS OF TIME

Not a Dr Who adventure, but connected very closely to the workings of a grandfather clock! It was designed by Sue Gazzard, mother of two boys and relactant housewife!

The design was implemented by and is the latest offering from Level 9. It has their usual format—wordy descriptions, many locations, fast response, and occasional screwed-up text decompression.

You are recommended to play this game in short boards, and indeed, the structure of the plot lends itself admirably to short sessions. Without giving too much away, the many locations are arranged into mise separate levels, and each level can be explored independently.

In fact, if is necessary to make reconraissance trips to see what's around, before coming to any conclusions on how best to proceed to solve the game as a whole if this sounds complicated, it isn't in practice, once you get the hang of moving round.

of moving round.

Each level of the game, which can be freely selected, has a theme of its own.

One minute you might find yourself on a

one smaller you might find yourself on a Viking ship — the next, playing a late by a four-poster bed. Or trying to tame large woolly maninoths!

The logic of the fairly extensive voca-

bulary, does suffer some mental lagues. Too many times I seemed to get "Affile hazifie gloops", fevel 8s standard reply bazifie gloops", fevel 8s standard reply to what the program decides is rubbeshed and, when should the Vilang ship, EX. AMINE SEIP eleated the response "You can's see a moored Viking longstip with a ferce drappor prow". A box of matches, when checked, contained "feches". But it would be churish to carp too

much about this, as the game is a lighthearted one which is fint to play, not too difficult to progress in, but will, I suspect, take rather a long time to complete. Who could ask for more? Lord of Time from Level 3, for a wide

range of micros, costs £9.90.



SOMETHING COMPLETELY DIFFERENT

It is unusual for an Adventure to offer different levels of play, but then Crick lewood Incident is an unusual Adventure!

To start with, you must select a lovel in accordance with your ability — Utter Wally, John Travolta, Gengis Khan, Superman or Geoff Boycott.

The screen is formatted in an unusual way too There is a section describing your location, another, your exis, and alongside this is your current state of health. Stating off as "You feel great", this usually deteriorates fairly rapidly as the game progresses

To move around at will is fairly difficult, dute to the intervention of the fizer, an alten spaceship, and a band of Helfs Angels If the fize strike, you usually end up in a cell, but don't worry — you can walk out at will! The alten spaceship a musance. After analysing you, you are usually discarded as uninteresting, but moth tend up anywhere.

The Hell's Angels are killers You go into a real-time fight, with various factical key-stroke options. These range from retreating to the use of the knee.

Travel is by bus and train — IF you can find one and have the money. And then there's that push button with the 'forbidden' sign. An open invitation, isn't it? So I fell for it!

The object of all this is to find the Holy Oral, and if I mention the words 'Yang-tse', 'pointed stick', and 'yet another minute passed', those of you who have spotted the link will probably, khe myself, spend more time searching for a Norwegam Blue (beaunful plumage!) than the Grail

The Cracklewood Incident, which I played on the Dragon, together with a BBC and Spectrum version, are from Salamander Software. The game is also known as The Streets of London on the Commodore 64, and marketed by Spreach

person.

I haven't played very far into it yet, but intend to go back as soon as my son lets me back on his Dragon! And if you like it — take heart — there's more on the way!

GET A LOAD OF THIS

Most micro-owners start oft with a casseffe-based system, and those who get hooked, very soon itch lor a disc drive.

Then reason is usually hush ation with tape loading times and errors. Affer all, who wants to hang around constantly trying to re-load a game that is proving difficult?

I recently suffered an incredible 18 minute tape load on a Commodore 64 only to end with a

looked-up computer. But a disc drive offers many more advantages than speed and reliability of leading. These of you who have tied saving the computer was a superior of the computer of the c

Games, particutarly Adventures, can be constructed in such a way as to make use of this characteristic of

Thus, although it is true that any tape game can be converted to run from disc, the opposite is not the case.

I mention this because many readers write asking if there is anything intrinsically different about Adventures such as Zork. There is.
Zork is much bigger in size than

the memory of the micros it runs on. It contains vast amounts of highly interesting and amusing text, and tase ptace in a relatively enormous land.

This is achieved through loading and reloading different data as the game progresses. The program is always 'resident' in the computer, but different data is read into om disc when called by the program. This depends on yous circumstances and location in the game at any given time.

The speed of reading is such that, if you were not able to hear the drive cut in, you were not able to hear the drive cut in, you would hardly be aware that a disc access was being made. But were you to remove the disc tom the drive whitst playing the game, all would be well until the program called lied data from the disc. With a tape life, data cannot be read nutside as elsequence.

I have a TRS-80 with a couple of drives, and Zork f. Unfortunately, I have not been able to obtain Zorks 2 and 3. The latter games are, however, easily available for Atari

and CBM micros. Suddenly, everything happens at

once.
Paul Coppins, owner and solver
of all 3 Zorks, joins the Helpline
(shows I pick 'em well!) and I
receive one of those rare tip letters
worth a million Zorkmids!

Mark Thompson from Deepcut near Cambelley, has the benetit of Zorks on an IBM PC, and a Zork User-group map of Zork 1 gained on

a visit to the States. Make sent me a copy of the map, plus hints on Zorks 7 and 2, some of which are pinted upside down classwhere on these pages. Make the presention of scaling the paper and envelopes containing the tips with disc write protect taby? A riskly thing lod, as I nearly destroyed the valuable tips in my tever is the valuable tips in my tever is the case the contact the cont

So heie's some news to DEC Dungeon players — Zorks 1 and 2 TDGETHER make 'Dungeon' — theie is an exil from Zork 1 which leads to Zork 2. Astar as I cantell, Zork 3 is an attral.

Finally — can the jewel-encrusted egg be opened? Look to my tlps it you REALLY want to knowl And thanks a million, Mark, lor you helpful letter — without tolks like you, Hetpline would soon become 'Question Time'!

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